



Mystic Chronicles

A PDF guide for the PSP game by Karm (karmstrong 2980@gmail.com)

Version 1.0

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Author's Notes

Thank you for taking a look at this guide. I started this project on November 19, 2013. This is my first guide I have ever made and most likely the last because I have found it is very time consuming. I decided to do this because I could not find a guide for it and the challenge was calling to me. I usually use guides, not just for their help, but I really like the ones with pictures and art and I like to just have the story to read. I do hope you find this guide useful even though I have not gone for 100%. The strategy is there and I also included a character, bestiary and tips section, just not everything else that you will find in most walkthroughs (I decided to add the characters in the beginning but if you don't want to spoil the story then read it all later). I will lead you through the game the way I played it. I have played through this game mostly two times, that is most of the way on my handheld and to the end on an emulator.

I know there are some bad reviews for this game but don't let that turn you away. There are a few misspellings, whatever; my guide may have that too. Besides that, I like the story, the characters and the challenge it brings. Kemco has put out a lot of interesting games for smartphones, this one initially released as Fantasy Chronicles for the iOS. Thank you Kemco for making this game and Natsume for the translation. So now, let us move forward to a new adventure in Mystic Chronicles.

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Story

Taken from us.playstation.com

Orphaned as a child, Lux was raised in the small village of Selka by his grandmother. He lived a quiet and uneventful life there until on his 18th birthday, he decided to join the legendary Holos Guild, an organization whose primary mission is to rid the world of evil. And that's when Lux's life began to change.

A chance meeting with a young girl will lead Lux on an adventure of a lifetime, answering questions of his past and secrets that dwell deep within his soul... is there more to Lux than meets the eye? You'll never know quite what to expect in Mystic Chronicles!

Main & Supporting Characters



LUX - Surrounded by a mysterious past that may soon catch up with him, Lux grew up in a small town with his orphaned sister Fina and his grandmother figure named Ohma.



Corona - She lost her family when she was younger due to the Church's ways. Because of that she has trouble trusting others and often plays mean games. But if you show her that you care and can be trusted, she will be your friend for life.



Fina - Orphaned sister to Lux and grandmother to Ohma, Fina is a kind hearted girl who wants nothing more than peace.



Murphy - Also known as The Mighty Lord Lagomorph, this bunny has more mystery than the rest of them. He becomes one of your most dependable allies in the game.



Ohma - Grandmother to both Lux and Tina, Ohma is well known and liked in the area.



Tina - A woman who belongs to the Church and whom is met earlier in the game. She has quite a resemblance to Fina. Is there some sort of connection?



Alberto - Captain of the Holos Guild and childhood friend of Lux and Fina. Al can be a ladies man and also a bit thick headed at times but he is also strong willed and in the end makes a dependable ally.



Ray - A member of the Ancient Dark Clan. Can she be trusted or maybe the question is can she trust you?



How to Play

pg.01/13



- | | |
|------------------------------------|---|
| Directional buttons / Analog stick | – Move character and select. |
| X button | – Enter, talk, and interact. |
| O button | – Cancel, and go back. |
| Square button | – Auto battle, get out of the town, and so on. |
| Triangle button / SELECT button | – Open and close menu. |
| L and R button | – Switch tabs on menu.
(Directional buttons also work.) |
| | – Switch status for characters.
(Directional buttons also work.) |
| | – Change map cursor order |
| | – Turn on and off auto battle. |
| START button | – Save (Remove a window during a conversation event.) |

When **Fight** is selected

pg.03/13

Attack

A physical attack using equipped weapons. Weapons have different attack ranges:

- Swords hit one enemy at close range.
- Boomerangs engage multiple enemies at all ranges.
- Canes strike one enemy at close range.
- Whips hit multiple enemies at close range.
- Pikes strike a single enemy at near and far range.

A few special weapons feature both physical and magical damage attributes that combine for devastating results.

When you use one of these special weapons, you'll see damage scores for both physical and magical attributes.

Special skills

Use a special skill attack that consumes SP.

Tools

Use tools in your inventory.

Any items stored inside the toolbox cannot be used during a battle. If you want to use an item for a battle, you must remove the item from your toolbox prior to engaging the enemy.

Defend

Defend yourself without a counterattack.

Cooperate

This option allows you to attack an enemy or group of enemies with one or two companions from your party.

For a two-player attack, choose the companion you want to cooperate with, and press the button. Next, target the foes you want to attack.



Three-companion attacks are similar: Choose the companions you want to cooperate with, and press the button. Next, target the foes you want to attack.



Fighting

pg.02/13

Select a command to fight.
Choose between [Fight] [Tactics] and [Escape].

Fight

Engage an enemy or opponent. See pg.7.

Tactics

Swap companions or change the tactics for a guardian beast.

Escape

Try to disengage an enemy and leave the battle.



Guardian beast

pg.04/13

Guardian beasts are companions who assist their masters.

The best way to defeat a guardian beast is to defeat the beast's master, as guardian beasts defend their masters against attacks.

When a guardian beast absorbs the damage directed at their master, the master's survival rate in battle is exceptionally high.

Specific orders and a guardian beast's characteristics can affect how much damage a beast can absorb.

Guardian beasts do not take commands and fight on their own.

But you can set up [Tactics] to follow certain strategies.

Guardian beasts have different personalities, so their tactics vary.

Guardian Beasts use SP points to perform certain actions.

They recover one SP point per turn.

Guardian beasts also gain SP points while they are attacked by enemies.

Guardian beast tactics

pg.05/13

[Tactics] feature two types of orders. One is the order for actions when fighting and the other is for the timing of certain actions.

During a battle a guardian beast has three types of actions:

Prioritized Attacks

If a guardian beast has a special attack skill, that skill will be used the most. In most cases, a beast with a special attack will absorb less damage, but inflict more damage on other enemies.

Prioritized Protection

If a guardian beast specializes in protection, the beast will absorb an impressive amount of damage directed to the master, but the beast attack will inflict a small amount of damage.

Prioritized Recovery

If a guardian beast has a special skill in recovery and support, it will use that skill the most in combat. They absorb less damage than protection beasts, but more than attack beasts.

There are two types of combat initiatives for guardian beasts:

Leading

A leading guardian beast does an action before its master. Initiative attributes are key here.

Following

A following beast attacks after its master. A master with a high initiative score works best.



Resistances

pg.07/13

Elemental attributes are Flame, Ice, Wind, Earth, Light and Darkness. Flame and Ice, Wind and Earth and Light and Darkness are balanced pairings.



If an attribute tolerance is high, the damage from that magic will be reduced. Use special armor and magical enhancements to reduce elemental attribute damage. You can check resistances at the [Status] menu.



Abnormal condition list

pg.08/13

The following abnormal conditions can be expected while fighting. You can heal abnormal conditions with tools or magic. If you're equipped with a special armor, you can reduce elemental attribute damage.

Poisoned condition

Character receives damage from poison.

Sleeping condition

Character is asleep and cannot move. Character will wake if attacked.

Paralyzed condition

Character has difficulty moving.

Cursed condition

Character receives a portion of the damage inflicted on an enemy.

Fear condition

Character cannot move during the turn.

Confused condition

Character temporarily attacks companions.

Charmed condition

Character will not interact with allies or enemy.

Guardian beast skills

pg.06/13

Sometimes a guardian beast will sustain enough damage to become enraged. An enraged guardian beast will use a special technique once during a battle.

Guardian beast equipment

Guardian beasts can equip up to three weapons or armor. Depending on the equipment, guardian beasts can use special attacks or magic.



Bond

As a guardian beast assists its master in battle, a strong bond grows between the master and the beast. As the bond between these companions increases, their cooperative skills improve and they are highly effective in combat. A strong bond also means that the guardian beast can absorb more damage.



Status list

pg.09/13

Status shows the characters' abilities.

Power

Affects attack and defense powers.

Dexterity

Modifies the attacking power and the chance of a critical hit against a foe.

Mental power

Modifies magical attack and magical defense.

Attack Power

The combined amount of damage from a character and the equipped weapon.

Magical attack

The combined value of magical attack power and a character's status.

Magical power

This affects magic attacks and magic defense.

Initiative

Modifies defensive power and magical defense.

Initiative

Affects the order of attackers in combat.

Defensive power

The combined defense values for a character and the character's armor.

Magical defense

The combined value of magical defense power and a character's status.



Substatus list 1/2

pg.10/13

Special equipments have special effects.
The icons show the following status.



Fire attack power

Shows how much fire attack power went up.



Wind attack power

Shows how much wind attack power went up.



Light attack power

Shows how much fire attack power went up.



Ice attack power

Shows how much ice attack power went up.



Earth attack power

Shows how much earth attack power went up.



Darkness attack power

Shows how much darkness attack power went up.



Fire defense power

Shows how much fire defense power went up.



Wind defense power

Shows how much wind defense power went up.



Light defense power

Shows how much light defense power went up.



Ice defense power

Shows how much ice defense power went up.



Earth defense power

Shows how much earth defense power went up.



Darkness defense power

Shows how much darkness defense went up.



Substatus list 2/2

pg.11/13



Instant death resistance

Resistance to instant death attack.



Fear resistance

Resistance to fear attack.



Paralysis resistance

Resistance to paralysis attack.



Curse resistance

Resistance to curse attack.



Sleep resistance

Resistance to sleep attack.



Mesmerize resistance

Resistance to mesmerize attack.



Confusion resistance

Resistance to confusion attack.



Poison resistance

Resistance to poison attack.



Auto recovery

Shows how much auto recovery you receive during a fight.



Avoidance rate

Shows how often you can avoid getting attacked.



Resistance to all

Shows resistance to all abnormal conditions.



Increase experience

Shows how much more experience you earn after a fight.



Increase bond

Shows how much more bond you get during a fight.



Increase item drop rate

Shows how often enemies drop items after a fight.



Increase gold

Shows how much more gold you get after a fight.



Avoid encountering monsters

You encounter monsters less frequently.



Items

pg.12/13

There are four categories of items in the game:
Equipment, materials, consumables and training books.

You can check your items by selecting [Menu] > [Equipment].
Here you can view, select and change items that are in your inventory.

To view the tools that you own, select [Menu] > [Tools].

On the right side of the screen is a toolbox displaying your tools.



To view materials in your inventory, select [Menu] > [Tools].

On the right side of the screen you'll see the contents in your pack.

To view training books in your inventory, select [Menu] > [Tools].
right side of the screen you'll see the books that you own.

Any items stored inside the toolbox cannot be used during a battle. If you want to use an item for a battle, you must remove the item from your toolbox prior to engaging the enemy. Keep in mind that some important items cannot be removed from your toolbox.



Mystic Chronicles Points - MCP

pg.13/13

You can purchase Mystic Chronicles Points (MCP) from the PlayStation®Store.

If you need to use peripheral devices to purchase MCP online, please refer to the devices' manuals.

Special items are available to purchase with MCP.

Guild Special Store

A special store in the guild.
They sell equipment and items that are hard to get.

Hamia Charge

These are special power-ups that you can give to Hamia. There are two kinds of Hamia Charges that are effective for certain amount of time.

Hamia Charge Blast: Hamia will collect materials more quickly.

Hamia Charge Scavenge: Hamia will find rare items more frequently.

You can use 3 Hamia Charges at a time.

If you delete save data, the purchased MCP will be lost.

Area: Selka Village



After Lux wakes up, he wonders about his dream. Then Fina, the girl that he lives and grew up with comes up to his room to see if he is awake. Today is the day for Lux to become a member of the Holos Guild. It is something that he has wanted to do since childhood.

After Fina leaves the room, you will get your first mission **"The Induction Ceremony"**. Pressing select will bring up the menu. Pressing start will bring up the save option, which is also located in the menu. You can save anytime you want, NICE! Press select to go to the menu and go to Mission and Check Missions to see the first one listed. Get familiar with the rest of the menu too. As you have already seen, I have added the 13 page manual guide that is also located in the help section of the menu. I added it here because I thought that it would be helpful to look at in a different way and I just happened to get access to it through certain means. Throughout the game you will be able to interact with certain objects. Some may have items and others are just things you can read. You will know when there is something by the question mark appearing overhead. The same kind of thing happens when you walk up to someone, a face is seen to talk to them. In this guide I will only direct you to treasures in the larger areas but you can simply ignore all that and explore yourself and just save the reading for stuff like boss strategies.



Head downstairs and Fina will talk to you again. Check the barrel by Fina for some Pure Water. After that, head over to the old lady on the other side of the room named Ohma, who raised Lux as a child. She asks if you can pick up some healing herbs and give her regards to the Priest and the Nun at the Church over in the village of Holos. She then gives you 60 G for the healing herbs. After that, she will give you 100 G to buy something nice for Fina. After the conversation the **"Ohma's Errand"** mission will be available. Now you can leave the house and choose a destination on the screen.



Visit each area of the village and talk with everyone if you'd like. Check the barrel in the north area of the Town Square for a Healing Drink. You can move this from the tool box to the characters inventory for active use during battles. You can visit the tool shop for some funny talk, that's about it. After that, head to the world map by hitting the square button as described in the game.

Area: Holos



This is the first area of the World Map. You will move your character on the map as each place becomes available. Head North to Holos where you will now become a member of the Holos Guild. The only place to enter right now is the Town Square. As you walk in, a young girl's voice will call out to you. The girl is Corona, a troubled girl that is causing problems for the village. She begins to tell you that the Holos Guild Induction Ceremony was yesterday and you're too late. The response you give doesn't matter. After that she takes off. Then a man named Dan rushes in looking for the girl that he felt had tricked her. Both of you then notice a sign that says the ceremony is today and then all of a sudden the ceremony begins and you both rush to the center of the square to join. After the conversation, you will be able to freely visit different locations in the town.



Items to Find

2 Healing Drinks
10 G, 30 G
Iron Ore, Raw Silk, Wood Fragment
Plate Mail Training Book

Just a reminder, I will not tell you to go here and there for every item simply because they are not hard to find but I have listed them. First visit the Church and talk to everyone and remember what the nun said for later. Next head over to the tool shop and buy the healing herbs for Ohma. The game will then explain how you can move certain items from your tool box to your characters inventory. If you haven't already, you can move the healing drink from your tool box to the characters inventory as I mentioned already, it's really easy. After the conversation, I wouldn't buy anything else just yet. For now head over to the guild to talk to everyone if you'd like. The guy on the right at the counter is where you can use real money at the PSN store to buy MCP for Special Items. You can get through the game just fine without it. I don't plan on buying any. You can read more about this however on page 13 in the help menu. The one on the left named Rector is where you will get your quests from. Get some instructions from him if you want and then select check quests. Your first quest will be Combat Training. Now leave the guild. You can visit the other places if you'd like. The house is where the trouble maker girl lives. It's quite obvious by what the people there say. You can't do anything with the blacksmith just yet. If you go to the inn, it won't let you stay right now.

Area: Return to Selka Village



Before heading to Piltz Forest, you should head home first and bring the goods to Grandma. Before you are on the scene, another scene is taking place. Enter the bachelor Al or Alberto, Captain of the Guild and childhood friend who stopped by for a visit and has a gift for Fina.



After the long conversation, you wake up from another dream the next morning. Then you receive your next mission **"Holos Guild Training"**. Go downstairs and talk to Fina and Ohma. Now head to the Town Square and talk to Keith, the green haired guy towards the north. After the weird conversation, leave the village to go back to Holos Guild. Check the new available quests and leave the village.

Area: Piltz Forest: South

Area Enemies: Poncho*, Worm*, Devil Tamia*

Items to Find: 2 Healing Drinks, 150 G

Materials to Find: Wood Fragment, Hardwood Fragment, Lumber



Now enter Piltz Forest: South. When you enter, the game will tell you that if you go to the menu anytime in a dungeon, you can hit the square button and it will allow you to exit the area, AWESOME! I'm sure you noticed the star symbols by the enemy names. I made a difficulty scale based on each one. You can find it at the beginning of bestiary at the end of the guide. Since I had no way of telling what level or how many hit points anything has, I decided to make that based on what I experienced. Anyways, you can defeat five Ponchos for your first quest, a real easy task. You may have noticed already that your beginning equipment is a Short Sword and Leather Armor. Your first special skill, the Flame Cut, is good for monsters that take more than one hit. I wouldn't use it to much unless for those ones until you get some Energy Drinks which are not cheap.

Grab the Healing drink near the top left from the entrance. Be sure to look out for moving flowers, they will give you different materials. Later in the game, there will also be similar sparkling spots that contain various materials. Just like before in the town, I will not tell you to go here and there for the materials unless they lead off a different path. So if I don't mention them it doesn't mean I forgot them, it's just too much typing. They really aren't hard to miss anyways. Materials are usually right near chests too. Hopefully, I've listed everything. I know there will be monsters that drop needed materials and I haven't listed much of that at all in this guide, sorry. You may be able to find help at gamefaq's.com. That's where I went for some things.

You will be able to complete quest 4 here. Head right and up from where you got the healing drink and talk to the girl, who is Corona. After the conversation, head to the next screen and Lux will say it's getting late. Instead, I decided to explore, gain a little experience and find more treasure. To the north you will see a sign and above that you will see a glowing ball where you can save and rest. You can only rest if you have a Warriors Rest, which is available at the Tool Shop for 500G. Don't visit the Marsh just yet. In the previous screen, I'm sure you saw the chest on the other side of the trees to the right. Go and grab it for 150 G. To the north a bit beyond the trees is a chest containing a Healing Drink. Just a reminder, make sure you've defeated five Ponchos. Also, make sure to have a few or more Beast Skins from the enemies because you will need them to improve your armor shortly. Leave the forest and if you haven't already, I would head home first for a little conversation between Lux and Fina about what the nun from Holos said. You can also rest there if you need to.

Return to the guild in Holos and Dan will tell you about the missing girl. I'm sure you already realized before that is where Corona lives. Anyways talk to Rector at the counter and report your completed quest to receive 50 G and a Healing Drink. Now it's time to complete quests 2 and 3. Head over to Corona's House and talk to everyone inside to learn the latest on the rumors Corona is spreading. After you talk to the lady in the green hair by the stove, a new quest will be available at the guild. Go back to the guild and see the new quest. Obviously it's quest 5 which is searching for another lost child. I wonder who that could be, hmm...Now go over to the Workshop and talk to the blacksmith. He will give you the Holos Training Books. You get one in each region and others can also be found in chests and bookshelves, like the one found before in the Holos Workshop. Read up on them, they are very useful. Before you leave, let's improve our armor a bit. Go to request, then tempering request and choose leather armor. You need 3 beast skins to do this and right now, you can only do this once. Just so you know, I am not going to tell you what weapons and armor to make because there are so many choices. I may make a suggestion, but for the most part, I will leave it up to you. Just make sure you are upgrading everything as often as possible and you should be fine. Also, every time you get a new training book, you will usually be able to buy the weapon or armor or construct it rather than wasting materials just to make it. And if you need materials, then you can always re-forged your old equipment. Now leave Holos and let's get Quest 2 out of the way already. So, head to Rudnik Mine.

Area: Rudnik Mine: South

Area Enemies: Clay Slime*, Bat*

Items to Find: 100 & 500 G, Healing Drink

Materials to Find: Piece of Iron Ore, Hardwood Fragment, Pure Water, Holy Water



Inside the Mine, enemies randomly give you pieces of iron ore. You are going to need 5 to complete the quest. If you go to the cave up north, you won't be able to go any further inside because of the rocks. Head around and down to the chest to get 100 G. From the sparkling rock you get a lot of iron ore pieces. You should have plenty at this point, but if you want more, then I suggest collecting from there. Remember, you can go the menu, press square, leave and then come back. You're going to need a lot of ore when it comes to improving armor later on. If you go to the next screen, you will find a chest with 500 G inside. Up to the right, you will find another chest by the stairs containing a Healing Drink. Going further, you will find Pure and Holy Water at the bridge. Keep going to the end and you will find more iron ore pieces. Now make your way back to Holos.

First go to the guild and report your quest and receive 50 G and 5 Iron Ore. Now go to the Workshop and have your sword tempered. I had it done twice. Head back to the guild for your reward of 50 G. At this point, before I left for Piltz Forest again, I went to the Tool Shop and bought a few items. Spend your money wisely then head back for Quest 5.

Area: Return to Piltz Forest



Enter the forest and walk up, right, down and right to find Corona, the supposedly missing girl. She will ask Lux about seeing a talking bunny. Lux feels that she is making it up and is more concerned about getting her back safely. Corona feels that Lux is just like all the other adults and doesn't believe or care about her feelings. After feeling a bit bad, Lux agrees to help her look for the talking bunny.



After the dramatic scene, walk up and to the right to find the bunny. It begins to tell you that you've encountered The Mighty Lord Lagomorph. He also says he is the legendary sorcerer Mr. Murphy. So what is his name then? I will just use Mr. Murphy. At the end of the conversation with Mr. Murphy, you get a sudden feeling of trouble at home. Then you get a new mission **"An Attack at Home"**. Fight your way back to the exit if you want and head back to Selka Village and prepare for what happens next. Murphy will also be with you, but not as a fighter.

Area: Selka - Burned Village



As you enter, you encounter smoke and wonder what's happening. Notice the others talking about what they had just done. Who are they and why have they done this? In complete shock, Lux cannot believe what he's seeing and even begins to think that it's another nightmare. He then ends up passing out.



Eventually Lux is woken up by Alberto who questions his duty to protect the village. Both are just in shock while trying to think of a reason as to what happened and who is responsible. Then Alberto seems to recall a similar incident that happened in another village before and believes the one behind it all was the Ebony Demon.



Alberto then walks over to a wall and notices scratch marks. He believes it to be the mark of a crest belonging to the Dark Clan. This was something he noticed in that same village he mentioned a moment ago. Lux then decides that he wants to go with Alberto. After Alberto declines Lux's request for good reason, the scene ends.



Afterwards Lux is outside feeling totally helpless and powerless; he wishes he had the power to protect everyone. At that moment, a voice calls out to Lux. It is Lucius the Dragon Guardian. Lux recalls him from the old village legend. Lucius then asks if he wants to be his Covenanter. Without hesitation Lux agrees and the pact is made. Then the scar on Lux's arm begins to burn. After the flashback, Murphy brings Lux back to reality.

After Murphy's ranting, he gives you a shell. If you want an explanation on everything, then say yes. It's good for a first time play through. Lux then decides that he will find out more about the Dark Clan. Murphy will now join you but as a NPC (non-player character). After more explaining, you will get a new mission **"Information Gathering"** and a new quest will be available at the guild.

Area: Return to Holos

Now, head back to the guild. After the short conversation with Rector turn in quests and check the new ones. I was able to turn in 7 and 8. Next you should do quests 6, 9 and 11 which can all be done at the mine. When you're done, talk to Dan. Before visiting the square, head over to the workshop.



First talk to the soldier by the blacksmith to receive the support supplies. Then to talk Hamia who looks like a hamster. After the funny scene with him and Murphy, he will offer to assist you by collecting materials from places you've previously visited. Have him start collecting from Rudnik Mine because you will need a lot of ore. Then alternate between there and Piltz Forest until you have enough stuff to make better equipment. He will also give you a Fruit of Life. Be sure to use it to raise your hit points by 50.

Now talk to the blacksmith. Equip Lucius with whatever you'd like. I gave him a Boomerang and Leather Armor. Improve his and your equipment with whatever materials you have. You probably won't have much at this point, but soon you'll be gathering a lot. This is a pain, but you have to remove your Guardians equipment just to upgrade it.



Go to the square and talk to Corona. She wants to go with you. After going back and forth, she runs off. You will now get a new mission "**Find Corona**".

If you need to, you can rest at the inn for 10 G. Visit other places in town if you want to, stock up on whatever supplies you think you may need or can afford and head out to the mine. We can find Corona after we've done some quests and raised levels.

Area: Quick Trip to Rudnik Mine

Now you will be fighting alongside your Guardian Beast. You can change his tactics if you want. See the manual on page 4 if you need more explanation about it. Head back to Rudnik Mine and go up into the north cave to deliver the supplies. Now all you need to do is kill the required amount of bats and get ore pieces. Like before, unless you have enough, I would keep collecting from the sparkling rock nearby the entrance. I would also level up a bit. Once you get to level 10, you get a new skill called Swords Cut and Shock Wave. You can now attack the back row of enemies. After you're done with everything, head back to Holos.

Turn in quests and check unfinished ones. Eventually you should be getting 10, 12, 14 & 15 completed if you fight in the forest long enough. So I suggest you take care of those too before finding Corona. Don't forget that after you've completed certain material collecting quests, you will be able to buy some of them in the tool shop.

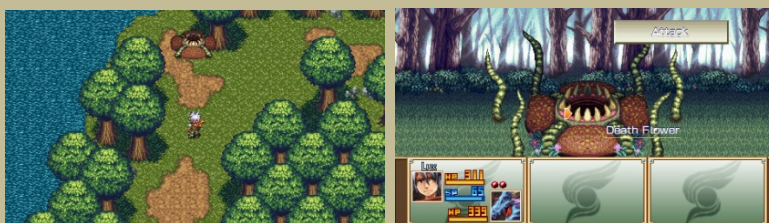
Now visit the Workshop. Collect materials from Hamia. Make sure he is still collecting from Forest and Mine for now. Improve everyone's equipment. It's up to you how you want to do it. There are plenty of options. Make sure to read the Training Books for details. After you're done collecting materials, finishing quests, improving equipment and whatever else, head to Pantanol Marshes.

Area: Pantanol Marshes

Area Enemies: Aqua Slime*, Katakata, Moss*, Death Flower**, Corona & Baron**

Items to Find: Silver Orb, 700 G

Materials to Find: Hardwood, Pure Water

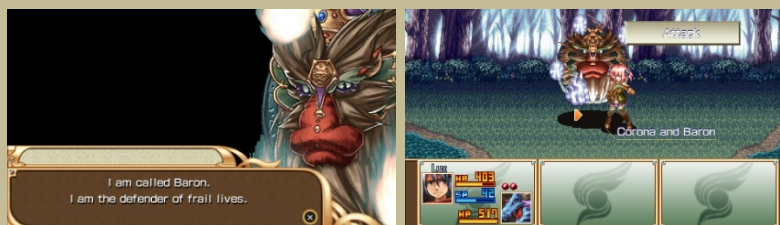


You can fight the Death Flower here. Make sure you are at least at level 10. With your Flame Cut skill and Lucius' attacks, you will be able to beat it. If you do get in trouble, you can always attempt to run away. After defeating the Death Flower, you apparently have finished Quest 20 before the guild even has it available. You can go back for the reward if you want.

Go to the spring above and get the Pure Water from the pond. Head back down and go right to the next screen, then right and down to get your first trinket. It is a Silver Orb that raises hit points by 100. Now go back and above the bridge to get 700 G from chest.



After that, head up to the next screen to find Corona. After she gets upset, Baron, her Guardian Beast appears. Now you will fight the both of them. Just end it with Flame Cuts and Lucius Attacks.



After Murphy revives Baron and you hear Corona's story and everything else, she will now be a member of your party. You will get a new mission "**A Guardian**". Here the use of Cooperation Attack will also be explained. I rarely used these at all throughout the game, only mostly during regular battles and maybe some boss battles, that's it. There may be some good combinations but I just mainly stuck with everyone's own skills especially because you spend a lot of time healing and reviving each other. Anyways check Corona's and Baron's stats, equipment and skills. Equip her with items and change guardian's tactics if you'd like to. You will also be able to switch the order of the party members and Guardian Beasts too. After all of that, make sure you've completed Quest 13, level up Corona a bit and head back to the guild.

Back at the guild and after the scene and explanation about switching members and Guardian Beasts like I already mentioned, you get a new mission "**A Fina Sighting**".

Go to the Church, talk to the nun and learn that Dan was mistaken. You will get another new mission "**Mysterious Girl**".

Go back to the Guild and Al will be there. After the conversation, you talk to Dan and get yet other new mission "**Follow Dan**".

Before you leave, you should do a few things first. Turn in any quests you haven't yet. Then visit the workshop and improve equipment with whatever materials you have. It's probably best to go out and gather more materials to make better equipment; you have a lot of choices. Also, make sure you are improving all Guardian Beasts equipment too. Still don't know why, but you have to remove it from them to do so. When you're done with everything head back to Selka, the burned down village.

Area: Return to Selka- Burned Village

Area Enemies: Assassin**, Tina & Grace**

Items to Find: Fina's Penant, Clean Robe, 200 G, Warriors Rest, Curative Elixir

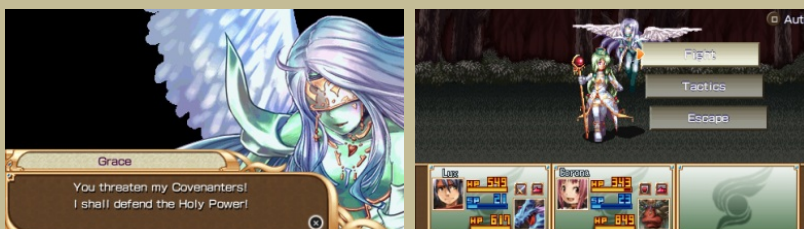
First go to the house and head to what was once Fina's room. Inside you will find a pendant. In the drawer above you will find a clean robe that surprisingly did not get burned. This usually happens in games, you buy something for a party member, than shortly after, you will find it for free. Anyways, go to the Tool Shop and check the chests for 200 G and a Warriors Rest and the barrel for a Curative Elixir.



Now go to the Town Square where you will run into the look alike Fina. After she runs off, save your game. Talk to the two hooded guys. If you noticed earlier, one of them was back at the church. They were in the bottom corner and didn't respond to you. Now you will fight the Assassins. Use Flame Cut and have Corona Heal if necessary. If you want to you can use a cooperative attack called Burning Storm which does decent damage. Afterwards, save your game and head up to the next screen.



The girl says to stay away because she doesn't want to hurt anyone. She then calls for her Guardian Beast named Grace.



You will now fight them both. Have Corona heal and attack while Lux uses Flame Cut.

After the battle and conversation, Tina will join the group. Now where has Dan been this whole time? Head back down and learn of Dan's demise, poor Corona. Then you will get a new mission "**Beyond Rudnik Mine**". A new quest will also be available at the guild. You can check through Tina's and Grace's things if you'd like and switch around whatever pleases you. I equipped Fina's Pendant to Tina because it felt right. After you're done, head back to Holos.

Go to the guild, turn in any quests you've finished and check the new ones. Now go to the workshop. Buy some equipment for Grace and improve everyone else's with whatever materials you have. I suggest you go out and gather a lot of materials for improving equipment. Don't forget that you can get some materials at the tool shop. After you're all done with that, go to the Abandoned Mine to do Quest 17.

Area: Abandoned Mine

Area Enemies: Flare Snake*, Poison Snake*, Bat*

Items to Find: Healing & Energy Drink, Spirit Robe, Earth Armor Training Book, Gun Powder

Materials to Find: Piece of Steellron Ore, Stout Thread

Just to let you know now, Grace will often heal the party a little bit almost every round, VERY AWESOME! Anyways, go left from the entrance to get a Healing Drink. Grab the materials in the area and go up to the next screen. There will be a chest up above containing a Spirit Robe Training Book. Go all the way up, still on the right and get the Silver Orb from the chest. Give it to whoever you want to. Head back down and take the stairs on the left going down. Go up and right to find the Earth Armor Training Book in the chest. The chest to the right of that has the Gunpowder and to the right of that is a chest with an Energy Drink.

Now leave the mine and go to Rudnik Mine to hand over the Gunpowder. Then return to Holos Guild for your reward. If you want, improve equipment, gather more materials and rest at the inn. After all that, head back to Rudnik Mine to advance to the unexplored northern area.

Area: Rudnik Mine: North

Area Enemies: Clay Slime*, Snake*, Golem***

Items to Find: Hell Fire Armor Training Book

Materials to Find: Piece of Steel, Steel, Piece of Iron Ore, Iron Ore



Now you can go further north. You should finish Quest 18 to get it out of the way. Go right to get the Hell Fire Armor Training Book. Go up into north area and get the materials. If you go all the way down the stairs, you can fight the Golem. Everyone should be at about level 15 or higher. Make sure Lux has a few Healing Drinks and have him use Flame Cut. Have Corona use Healing Magic and attack. Have Tina use Frost. I didn't use any cooperation attacks. The Golem will just use Attack, but it's a heavy hitter. I haven't experienced anything else that it does. You can always attempt to escape too if it becomes too tough for you. After the battle you will have completed Quest 21 before it's even mentioned in the Guild. After that, grab the materials above. You can either turn in the two quests or move on to Deserted Village Descha.

Area: Deserted Village Descha

Area Enemies: Dark Fly*, Flare Slime*, Landa, The Cursed Witch***, Dark & Zamto

Items to Find: Energy Drink

Materials to Find: Beast Bone, Sharp Fang, Ashplant Fragment, Ashplant Wood

As you enter, you learn that this was the village that Corona came from. After Murphy is done complaining, the decision is made that he will wait outside the village with Corona while Lux and Tina investigate. Head up and get the Energy Drink in the chest. Go west and south from the entrance and get the materials from the fountain. Go west and up from there. If you go left from the rest point, you will encounter Landa, The Cursed Witch.



You can beat her at level 15, but it's all about chance. If you lose too much, then level up some more. Remember, you can always run away too. You can also wait to fight her once Corona is back in your party. Well, here is how you beat her. Have Lux use Flame Cut and Tina use Frost. Heal each other when you need too. Be careful, the witch will cast Nocturne, which will put you to sleep. She will also cast Darkness which does some heavy damage. After you defeat her, you have now completed Quest 22. Grab the materials and go back to previous the screen and then up to the next one for a scene.



As you enter, a cloaked figure will speak to you. They demand that you hand over your Guardian Beast shells. Lux believes one to be the Ebony Demon and the other from the Dark Clan. You will then fight both of them.



You will lose the fight. Afterwards, the person reveals their name to be Dark. During the fight, you may have seen the Beasts name was Zamto. After Dark tries to take the shells, Alberto and his men show up and they will flee. After the conversation, Lux will then regroup with the others. Near the end of the conversation, Lux mentions a friend of his grandmothers in Nord Shamal. Murphy says that they can pass through Burnyi Canyon. You will then get a new mission **"To Nord Shamal"** and a new quest will be available at the guild.

Head back to Holos Guild and turn in any quests and check the new one. Now go to the workshop and talk to Hamia. He will now have new help for you, another hamster named Ohana. She will also gather materials for you at any location of your choice. Okay, I must take a moment to address something about our furry gathers here. At first, I thought Hamia, because of his name, might have been a hamster. You can think what you want but I will consider them as human sized hamsters. Anyways, now just upgrade your equipment, gather more materials or buy what is available if you need to. After you're all done, head for Burnyi Canyon: South.

Area: Burnyi Canyon: South

Area Enemies: Air Slime*, Chickena*, Fly*, Savage Wolf**, Wild Hawk***

Items to Find: Energy Drink, Sand Robe Training Book, Elixir of Life, Breeze Robe Training Book

Materials to Find: Hardwood, Ashplant Fragment, Ashplant Wood, Sharp Fang, Beast Bone

Here is the way I went. Go west across the bridge. Get Energy Drink from the chest. Go further north. Get materials from the flowers. Soon we will be going even further north but for now go down the stairs and across the bridge to the right. Don't forget to grab the materials from the water. You will be back near the beginning. Go to the upper right and get the materials and Sand Robe Training Book. Continue up further and you will face the Wild Hawk.



The Wild Hawk is not that difficult. Just make sure you're between levels 17 to 19 or so. I started off with using a Cooperative attack called Burning Storm with Lux and Corona. Have Tina use Frost then Lux use Flame Cut and Corona attack and heal when needed. The Wild Hawk will paralyze you a lot and use regular attacks. After defeating it, you will have completed Quest 23. Grab the materials above. Before you completely leave the area, remember to complete Quest 19. Head back to Holos after that if you want, to turn in both quests you just completed. You will get the Training Book for Feather Vest for 19 plus 300 G. For 23 you get 1,000 G but I cannot remember if you get a book. After all of that, go back to the path we avoided earlier on the other side leading north. Find the somewhat hidden path on the left. Get the Elixir of Life from the chest. This item will resurrect Guardian Beasts. Go into the cave; grab the materials and Breeze Robe Training Book from the chest. Head back to the main path, go north and out of the Canyon.

Area: Nord Shamal

Items to Find: Fruit of Concentration, Curative Elixir, Fruit of Speed, Ashplant Fragment, Fruit of the Mind, Healing Drink, Nord Shamal Training Books



As you exit the Canyon, Corona notices the huge castle. Murphy corrects her by saying it is the great city of Valencia. Remember Tina's reaction for later. After more talking, Lux decides that the group should all head to Nord Shamal. You will then get a new mission "**At the Edge of Neve**". Enter Nord Shamal and start at the inn. I'm sure you may already know but status changing items can be used on Guardian Beasts too. When you need to stay at the inn, I would just go back to the Holos Inn. It costs 50 G's less.

Now go to the Town Square. Talk to the man in the center wearing the cloak and answer yes. Remember Tina's reaction for later. Next go to the tool shop. Buy what you need or can afford. Now visit the Workshop. It is just like Holos Workshop. Your furry friend material gatherers will be there too. Remember what the guys say about what you can and cannot do during battle. Talk to the Blacksmith and receive the Nord Shamal Training Books. Make whatever improvements to your party's equipment that you'd like to and leave. I just want to mention a quick note about what weapons to make. It won't matter much whether you make ice or flame weapons. To me, both seemed to work just fine in both types of environments. Next, go to the house and get the items in there. You can visit the Church if you want to, but there's nothing there. Finally, head to the guild. When you enter, there's a surprise. It's hairy guy, Dan. After the reunion find the items and you can also read about the Dark Clan in the bookshelves above. Now check out the new available quests. There are a lot of them, 24 to 37. I decided to start with 24 & 28. You should start with the Northern Forest: East first anyways to look for Ohma's friend.

Area: Northern Forest: East

Area Enemies: Ice Poncho*, Ice Tamia*, Ice Chickena*, Ice Worm*, Ice Element**, Savage Wolf**, Ice Bull****

Items to Find: Freeze Armor Training Book, Fruit of Mind, Ice Pendant, 2 Healing Potion, Fruit of Magic, Bastard Sword, Falcon Suit Training Book

Materials to Find: Hardwood, Hardwood Fragment, Ashplant Wood, Piece of Steel, Steel, Beast Bone, Fur, Piece of Silver, Ice Fragment, World Tree Fragment

So now you should be in the N Forest: East. Head north. Get the Freeze Armor Training Book from the chest. Go back down and head left. Then go north and get materials from the flowers. Go left and get the Fruit of Mind from the chest. Now go back down and around to the left.

At this point, everyone should be at or close to level 20. You will then be getting new skills. Lux learned the skill Double Cut. This will cut an enemy twice. I find that it really only gives about the same amount of damage as the Flame Cut skill. Corona will learn Cheer Song which increases everyone's attack power and Tina will learn Cure which will rid unwanted conditions of an ally.



At the next screen, read the sign. There will be two ways you take. The north leads to Neve Village and the west leads to the area Boss where you can complete Quest 35. To me, this will be one of the toughest battles in the game so far. If you're not around level 23 or so, you will have a tough time. Even at that level it is still very tough, but it can be done. You can always come back to this later and if you want, you can even walk counter clockwise on a path to the other side of the enemy for some materials. However, because we are here, I am going to give the strategy now on how to win. So if you decide to do this later, then check later.



First grab the Ice Pendant in the chest above and equip to the desired member. For this battle, make sure you have at least two Resurrection Potions, in case one member dies or the one holding one does. Also make sure everyone has some Healing Drinks/Potions and Energy Drinks. Have Lux use Flame Cut and have Tina cast Frost. Have Corona cast Cheer Song and heal when necessary. It will be really helpful if Lucius brings in some heavy hits. The Ice Bull

has at least somewhere around 10,000 HP. He will ram you as his normal attack and if you're lucky, he will not cast his blizzard spell every round because it does some serious damage. Remember, you can always run away if it gets tough, that is if you get the chance. After you beat the Ice Bull, you will have completed Quest 35. You won't win any experience unfortunately from any of these types of battles. From this you will receive the High Grade Fur that you need though. Now get this, to complete Quest 32, you need 10 High Grade Fur. If I were you, I wouldn't use any to improve equipment until you have 10 to turn in the quest. This as far as I know is the only way to obtain it. Yes, you have to kill the Ice Bull 10 times to receive this item. If you leave the forest, it will be there again. I would take my time on this quest and fight the bull more times when you're leveled up.

Alright, continuing west to the next screen from the battle. Follow the path around picking up the Healing Potion in chest and the all materials, continue to the next screen. Get the Fruit of Magic in the chest. Now go right and there are paths that break off. Go right to the next screen. Below is where the sign is. Further up you will find a Bastard Sword in a chest. Then go to the upper left to the end to get the Healing Potion from the chest. Now go back to the main path, up to the next screen to the left and get the Falcon Suit Training Book from the chest. Head back to the main path and go all the way north to get out of the forest. Head back to Nord Shamal if you have to, to turn in any quests or visit the workshop, etc. and then head to the village of Neve to the west.

Area: Neve

Items to Find: Fruit of Magic, Leather Vest, 100 G, Fruit of Concentration, Fruit of Might, Steel, Ice Fragment



Explore the town and find all the items. Finally, visit the Town Square. Talk with the girl on the left by the bench about an old woman possibly living on the west side of Neve. You can then go further above for a little scene about the villages past. After you're done with everything, head to the Outskirts of Neve where the old woman lives.



First get the Fruit of Magic from the pot on the left. Find the Light Snow Robe Training Book in the shelf of books. A Fruit of Life is in the bottom right pot. Then speak to the old woman who says her name is Aura and claims to be the sister of Ohma. After the long conversation with the woman about the past, who apparently is not Aura, you will be outside. Everyone then senses danger from the village of Neve. You will then get a new mission **"The Attack on Neve"**.

You can visit the areas of the village and talk to the villagers but you need to be at the Town Square to continue. Make sure everyone is around level 25 for an upcoming battle. You will run into Dark and Zamto here. After some exchange of words, you will battle each other. Have Lux use Flame Cut, Tina use Frost or Shining, which she learns at level 25 and Corona use Cheer Song and Heal when necessary. The enemy will bring some hard hits, especially with the Nightmare attack.

After the battle, the one you were fighting is revealed as a woman. After Corona redeems the woman's doubts that Lux has, two knights from Valencia approach and point out Tina as being the Oracle of Light. Before they can take her away, the mysterious woman slays them both and then runs off with the others deciding to follow behind. At the end, Alberto shows up and wonders if he saw Lux and which side he is on.



After Tina reveals who she is and the truth for the purpose of the Guardian Beasts is explained, the other woman reveals herself as her real name being Ray who belongs to the Aldo people in the land of Miktoran. She further explains they are not the Dark Clan who others refer to them to as. After more talking, an agreement of what to do and where to go next is decided. Ray will then join you. You will then get a new mission "**Valencia Cathedral**".

Check out Ray and Zamto's stats and everything if you'd like. You will only be able to have three active party members, so choose who you want and head below. You now run into Alberto. After he jumps to false conclusions and has his men attack, Ray will kill them all except Al because of Lux's intervening. The party will then flee the scene even though it looks like you're still in the same area. Anyways, if you haven't beaten the Ice Bull by now to finish Quest 35, then go ahead if you'd like. For strategy, head up to the previous page. For a few new tips, read here. Use Tina's new skill Shining, which does decent damage and if you use Ray, have her use Nightmare. Whether you want to finish Quest 32 now is up to you but after you're done with whatever you want to do, head back to Nord Shamal.

Area: Return to Nord Shamal



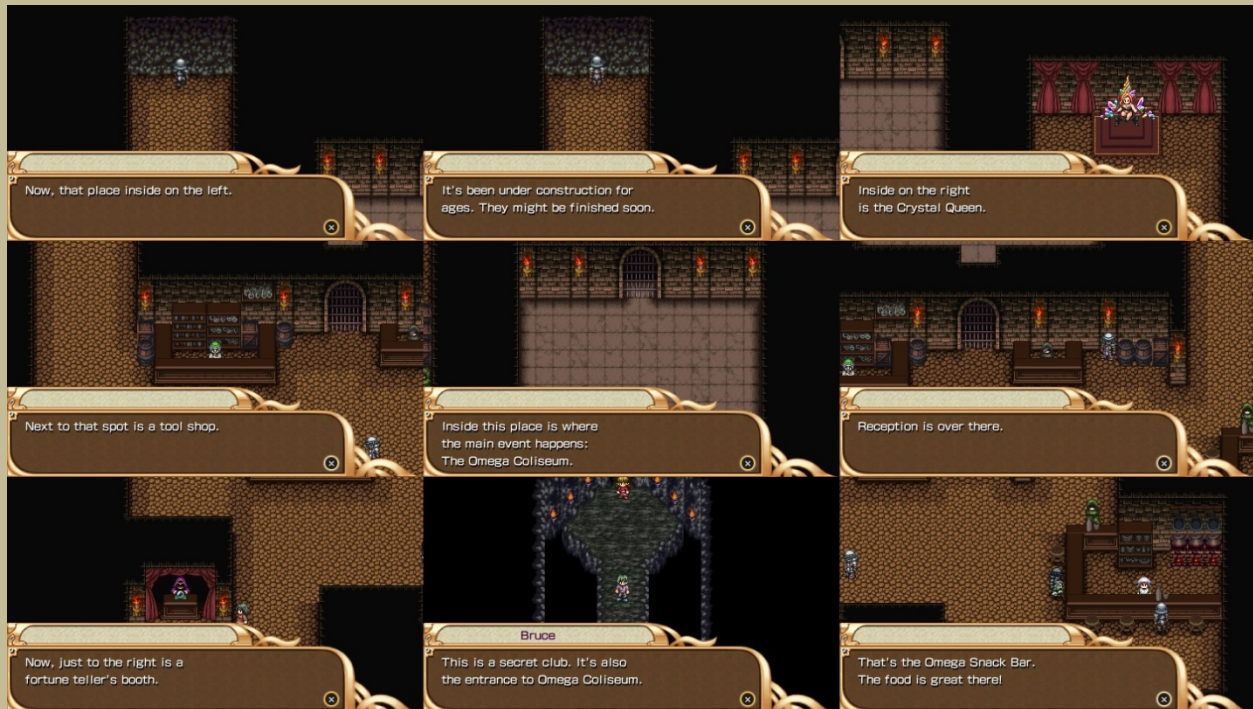
Head to the Workshop. There will be a new hamster helper named Hunter. You may have already gotten him if you went back here before the fight with Ray earlier. Now head to the Guild and first turn in any quests, then talk to the man by the entrance. His name is Bruce. He wants you to join a secret club for Covenanters. Say yes and he will take you there.

Area: Omega Coliseum

Arena Enemies Level 50 Ponchos*, Level 50 Rattlers*, Some of Each**

Items to Find: Crystal Shards

You will now be outside the entrance of the secret club; the Omega Coliseum which is actually east of Nord Shamal. You will only be able to pick two members at a time. I chose Lux and Ray. Choose who you want this time and you will be able to enter.



Once inside, speak to the man by the door. He will show you all the different areas of the club you can visit. I thought it might look a bit stupid to use all these images together, but I got used to it and kept it. If the game did not take you to each area, I probably wouldn't have used the shots. It's really not that hard to get around this place. Also, do you notice the mistake in the lower left image?

Make sure to check all the barrels and crates in the area. You will find some crystal shards that you can turn in to the Crystal Queen for prizes. Visit the Snack Bar to buy what food you want, if you want, to help you in the Battle Arena. You can only buy one at a time while inside and if you leave, the effect will wear off. You can also buy from the Tool Shop if you need anything before any upcoming battles. After speaking to the Guide and paying the entry fee of 400 G, you will enter the arena and fight three battles.

The first will be with a level 50 Poncho. It should go down in a couple rounds with regular attacks; skill usage definitely makes it easier and faster. The second is with some level 50 Rattlers. The final battle involves some of each. Just give it all you got, making sure to heal as necessary and afterwards you will have won 600 G and the Fruit of Life that Bruce needs.



Go out of the Arena and hand Bruce the Fruit of Life. You will now be able to enter the Omega Coliseum anytime you want. Try it out with different characters, play as you want to play. I decided to come back later and level up for Beginner Rank B. Do whatever you need to after this, then the next destination will be Acosta Volcano.

Area: Acosta Volcano

Area Enemies: Flare Poncho*, Flare Bat*, Flare*, Flare Element**, Red Wolf**, Flame Spider***

Items to Find: Energy Drink, 3 Elixir of Life, Healing Potion, Flare Bangle, Warriors Rest, Magic Mace, Deep Red Robe T. Book

Materials to Find: Hardwood, Beast Bone, Snake Skin, Silver Ingot, Steel, Flame Fragment

In this area, you will be able to get quests 26, 27, & 36 completed. So now, follow my lead if you'd like. First get the materials up in the next screen. To the right, there are more materials. Go up and then down the stairs. Here you will fight the Flame Spider to complete Quest 36.



I used Lux, Ray and Tina. Just make sure everyone is near level 30. Also make sure to have plenty of different items in everyone's inventory. I'm sure you already do. Have Lux use Double Cut, Ray use Nightmare and Tina use Frost or Shining and heal when needed. The Spiders biggest attack is its' Volcano Attack. After its' defeat, you will have completed Quest 36. If you leave the Volcano, the Spider will be there again. Grab the materials above and the Energy Drink from the chest. I then needed to leave and rest at the inn. So do that if needed and turn in the quest and do whatever else you need to do and head back.

From the entrance go up, right, down and left to get the materials. Go right grabbing the materials along the way and then go up and down the stairs to the right. Grab the Elixir of Life from the chest above and then go right and grab the materials in the next area. Now head all the way back and go right to the path we avoided a moment ago. Get the Healing Potion from the chest next to the stairs. Go down the stairs and get the materials above. Go right to the next screen. Get the Flare Bangle from the chest and equip to whoever you want. Use the rest/save point if you want. If you don't have one, there is a Warriors Rest below to use there.

At this point for me, at level 32, Ray has learned the skill, Calling Beasts. She can whistle to attract nearby enemies. I guess it's handy when you are trying to finish certain quests or level up faster. At level 30, Corona will learn Wind Cutter. This is a boomerang attack that uses wind magic. I believe it does not require a boomerang to be equipped even though I always had her equipped with one anyways. And at level 30, Tina will learn Energy Drain. This absorbs a portion of an enemy's SP.

From the rest point, go right, then up and take the first left. Get the Magic Mace from the chest. Then to the upper right grab the Deep Red Robe Training Book from the chest. Now go up and left to get the Elixir of Life from the chest. Go right, get the materials and head up the stairs. Grab another Elixir of Life from the chest nearby. If you head north, you will be able to leave the volcano. Make sure you've completed all the quests, or come back later to do so. After that, head back to the guild. Turn in any quests. Remember to buy any materials that you need that will now be available in the shop. Do whatever else you need to do such as rest at inn, buy items and improve equipment. If you haven't yet, you can go and tackle Beginner Rank B at the Omega Coliseum.

Area: Omega Coliseum – Beginner Rank B

Arena Enemies: 3 Gorilla Tamia's**, 5 Red Souls**, Karakul (Bull)***

Just to make this known now, I will not get into too much depth on strategy for your characters because I obviously won't know who you will use. I will however, give suggestions on whom to use and other tips on these battles. There will be a 600 G Participation Fee. There you will face three Gorilla Tamia's in the first round; in the second will you face five Red Souls and the third you will fight a Karakul (Bull). All rounds should be simple enough to beat at this point in the game. After the Battles, you will be rewarded with 900 G and a Fruit of Life. Just so you know; when you get stronger later in the game you should come back and fight the Beginner Rank B over and over again so you can keep getting more Fruits of Life. After you are done there, it's now time to head to Road to Valencia: South.

Area: Road to Valencia: South

Area Enemies: Katakata Ice*, Flying Fish*, Air Elementals**, Bandy**, Scylla****

Items to Find: Elixir of Life, Blasteind Armor T. Book, Wing, Gale Bangle

Materials to Find: Iron Ore, Steel, Hardwood, Ashplant Wood, Beast Bone, Wind Fragment, Oak Fragment

Here you should be able to finish Quests 29, 31, 33 and 37. If you keep exiting and entering the area, you will be able to gather enough Magic Power Fragments to finish 31. Anyways, go all the way up to the next screen. Take the left path and grab the materials from the flowers. Head to the other side and down to get the Elixir of Life from the chest. Now go back up and grab the materials on the right. Head up to the next screen and get the Blasteind Armor Training Book. To the left of that is a rope. Climb up and grab the materials on both sides and get the Wing from the chest. Now go back to the main path, use the rest point if needed and head up.



Here you will be able to complete Quest 37 by facing off with Scylla the snake woman who is blocking the path. This fight can be tough. It's almost as tough as it was with the Ice Bull. If you are close to level 30 with everyone, then it shouldn't be too bad. I used Lux, Corona and Tina for this one, even though Ray is in the first screenshot. Make sure everyone has a Fruit of Resurrection incase it's needed. Have Lux use Double Cut, Corona use Cheer Song and Heal as necessary and Tina use Shining and Heal. Scylla will use Hurricane and Mucus which does some heavy damage. Afterwards you will have completed Quest 37 and you will be able to continue up the path.

Now go north and then left and up to get the materials and the Gale Bangle from the chest. Climb the rope to get the materials, then head the other way on the path. Grab the materials on the right, then head back to the path to go up and out for your next destination, Valencia. If Ray reaches level 35 here, she will acquire the Protect Down skill which reduces enemy damage. Also, don't forget to finish Quests 29, 31 and 33. You can always come back and finish them latter too.

Area: Valencia

Items to Find: Energy Drink, Fruit of Speed, Fruit of Magic, Holy Water, High Quality Thread, Fruit of Concentration, Leather Dress



First, start at the Inn. It costs 20 G, so rest if you need to. Head to the tool shop and attend to business there if needed. When you enter the house, a white robed woman will run away. When you talk to the man on the other side, either answer does not the effect the story, maybe it will later. After that, head on to the square.



After the scene, talk to the man on the top left and answer no. You will have to give him Dark Matter for him to give you a Testament of a Believer. We will get back to that later. Speak to the guard next to the priestess for a scene to trigger. Murphy will show everyone a secret way in. Head there after both scenes and remember what the others say about letting the darkness corrupt them.

Area: Cathedral Basement

Area Enemies: Pulse Bat*, Dark Snake*, Blockoon*, Rock Element**

Items to Find: Energy Potion, Elixir of Life, Dew of Rainbow, Fruit of Concentration (later)

Materials to Find: Piece of Iron Ore, Piece of Silver, Silver Ingot, Beast Bone

To begin, grab the materials on the right. Head up and right to the next screen. Get the Energy Potion from the chest. Now back left and up the stairs. Grab the materials and go up to the next screen. Get the Elixir of Life from the chest. Now back, left and up. Grab the materials along the way and head to the next area. In here you should be able to complete Quest 30 by defeating 20 Rock Elements. This area is a bit tricky, but hopefully my directions aren't. Take the door to the right. Go up three rooms, then right and down in to the room with the chest containing Dew of Rainbow. This is an accessory that increases SP. Now go back up, take the door up, then right and down through the next three rooms, then go through the door on the right. You should now be in the Cathedral Interior.

Area: Cathedral Interior

Area Enemies: Shine Slime*, Light Spirit*, Dark Fly*, Gallows**, Dragon****, Al & Loki***

Head up and use the rest point if needed. Before you head up to the next room, read below about the strategy for the next battle to decide who you want fighting. Just make sure everyone is around the mid-level 30's.



You will now be in a room with the Priest of the Church named Eveck. After the sad reunion, you will fight a Dragon, which can be a tough battle if not prepared. If you haven't known this by now, you can hold down L1 and skip all the dialogue. You kind of have to tap it twice. It's useful if you die and have to go through everything again.

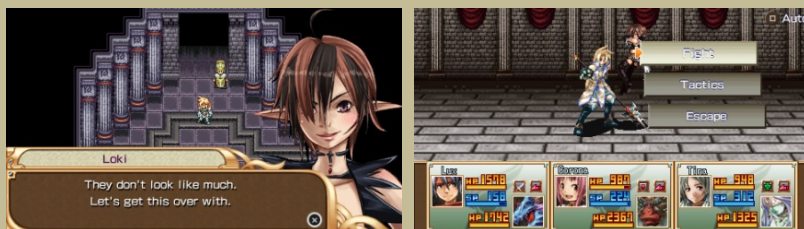


I had Lux, Corona and Tina for this battle. Have Lux use Flame or Double Cut, Corona use Cheer Song and Heal, Tina use Shining and Heal. If you have Ray, have her cast Protect Down & Nightmare. Of course have all use items as needed. The Dragon will cast Dragon Breath. You will be lucky if it only hits one member at a time.

Afterwards, head up and get the Warrior's Rest from the chest. Use the rest point if you want, then head through the door.



Here you will run into Eveck again. Then Alberto will appear. Al begins to rant how Fina and Ohma went there by their own free will and begins to insult Ray on her position. In the end, you will be given a choice. The result is the same, but saying yes makes the scene a tad longer.



Here you will be introduced to Al's guardian beast, Loki. You will then engage in battle. This battle shouldn't be too hard. For strategy just do the same as previously with the Dragon. Al will usually use a Rage Attack with Loki following with Weak Point.

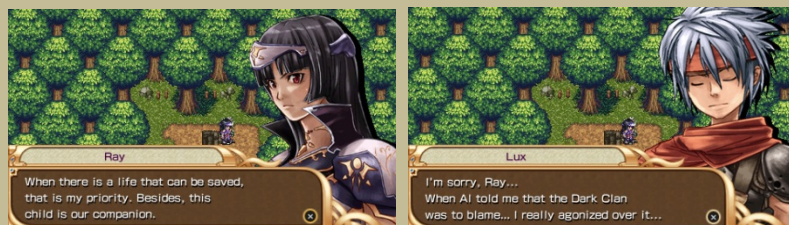


After the battle, Eveck will express his disappointment in Al and reveal his betrayal against him by explaining who ordered the burning of the villages that happened before. After that, Eveck will open a trap door for all to fall into.



When you come to, Tina will talk about how she was tricked in dealing with the Guardian Beasts. Everyone will then realize how unsafe it is down there and prepare to use their Guardian Beasts to consume the Dark Poison Magic. After Al's failed attempt to save everyone, his Guardian Beast, Loki, will consume the darkness before everyone is infected. Unfortunately, Corona isn't so lucky. She has been infected and will be unable to fight in the party for now. You then get a new mission **"Escape From the Cathedral"**.

You will now be back in the Cathedral Basement again. Head down and right and grab the materials. Now go back to the left, then up and right to the next screen and get the Fruit of Resurrection from the chest. Grab the other materials in the area. Head down, then left, jump down from above and head out.



After you exit, Lux will express his regret in doubting Ray. Al will now join you, Tina will heal Loki and you will be handed Dark Energy. I do not know what you do with this. A decision will be made to where to continue next. You will get a new mission **"To Aldo"**. You will also get new quests from both guilds. Equip Loki with any new equipment or wait until you get to a workshop. You need better equipment for Al too anyways. So first, head back to Nord Shamal. When you turn in Quest 37, you will receive the Training Book for the Wise Man's Rod. After you've collected your new quests and equipment, level up your characters a bit and complete any unfinished quests. If you haven't finished quest 35 yet, now is a good time since you're a bit stronger. You should also work on getting 32 done also. It is a pain but you want to get them all done right?

Area: Omega Coliseum – Beginner Rank A

Arena Enemies: Sonic Bats*, Sky Fish**, Acid Gale (Slimes)**

If you haven't yet, you should head back to the Omega Coliseum and tackle Beginner Rank A. This isn't too much of a challenge; just make sure you are in the mid-level 30 range or so. I used Lux and either Tina or Corona will work just fine. First round involves a group of Sonic Bats. The second involves a group of Sky Fish and the final one you face off with a group of Acid Gale. The participation fee will be 800 G. After the battle you will have won 1,200 G and a Fruit of Life.

A few notes I'd like to add before we continue. If you go back to Aura's place, she will not be here. If she wasn't Ohma's sister like she said to Tina, then I don't know who she is. Is she Ohma? I don't know. Also, at level 35, Tina learns Blizzard. This spell attacks all enemies and does decent damage. Sometimes Baron will cast this as well. Now, just to get this out here, I haven't mentioned much at all about the guardian beasts in this guide. They are just there for me. They are a great help, but I haven't been keeping track of when they gain new spells, so I am sorry about that. I honestly do not even recall if it says if or when they do. Also, I haven't even been switching around everyone's beasts. I am not even sure that it really matters. If you think so, then go ahead.

Area: The Cursed Path

Arena Enemies: Dark Chickena*, Dark Tamia*, Hard-Shell Bug*, Viper*, Dark Slime*, Dark Fly*, Rock Element**, Shadow Wolf**, Earth Spider***, Dark Croco****

Items to Find: Elixir of Life, Rock Bangle, Banded Mail T. Book, White Armor T. Book, Dark Armor T. Book, Battle Snake Whip, Dark Bangle, White Cloak T. Book, Great Lance, Dark Cloak T. Book

Materials to Find: Earth Fragment, Magic Flower Fragment, Snake Skin, Beast Bone, Piece of Silver, Steel

Head for the Cursed Path, which is to the right of the Coliseum. It has some length to it, so make sure you are stocked up on supplies. Take the path all the way down and to the right. Grab the Elixir of Life from the chest and the materials to the right of it. Head back to the main path, go down both bridges then left to the bridge going up. Head for the chest which contains a Rock Bangle. I equipped this to Loki. Grab all the materials in the area. Below is an exit. Use it if you want. You may as well so it can now be accessed.

Continue right and into the cave. If you head left and down, you cannot go any further right now. So, back from the start, go up and to the right to get more materials. Go up and left to get the Banded Mail Training Book from the chest and materials above. Next go down to the next area.

To the right you will find Dark Matter in the chest. Ray will tell you what it is. This is what the guy from Valencia wanted in exchange for the Testament of a Believer. Now go down the stairs. At this point for me, Ray learned the skill Curse at level 40. It's quite handy, even in some boss battles. To the left are more materials and nearby is a rest point if you need it. Save your game and prepare to fight an Earth Spider.



This battle is not hard. I had Lux, Tina and Al in my party. Have Lux use Double Cut, Tina use Frost, Shining and Heal and Al use regular attacks. The spider will use regular attack and Sand Storm. Afterwards, you will have completed Quest 38.

Grab the materials on the right and head up to the rocks blocking the path. Ray will then clear this path and Al will make a comment to her that she is uncertain of how to react to. Head on through, go down the stairs and grab all of the materials along the way. Continue down to get the White Armor Training Book from the chest.

Again, grab all the materials in the area and make sure to head to the furthest set of stairs below on the right to get the Dark Armor Training Book from the chest. You should then be near the way to the next area after all of that.

Get the materials around you, walk all the way around the path and don't forget the chest nearby containing a Battle Snake Whip for Ray. It will be more useful later if you upgrade it. Use the rest point if needed and save if you want to. This next battle is really tough, so if you're not going to do it now then skip ahead. It is recommended to be in the mid- level 40 range for this battle. Make sure everyone is equipped with the proper items.



Even though the screenshot shows Lux, Al and Tina, I ended up beating it with Ray, Al and Tina in that play-through. It doesn't really matter; it's just what I ended up doing. Have Ray use Protect and Attack Down, Attack and use items, Al Attack and use items and Tina use Frost or Shining, Heal and use items as necessary. You may have already learned Tina's skill Sanctuary at level 40, but that's best for a group of enemies. I probably mentioned this already, but I have only used Cooperate attacks during regular battles. Some may work with certain bosses, but I never went on to find out because everyone else's skills are needed the most. Anyways, the Dark Croco has an attack bite that does a lot of damage and it will cast Darkness. After the battle you will have completed Quest 57.

Now go into the cave above. Grab the three piles of materials, then head to the upper right and get the Dark Bangle from the chest. It would be most useful for Ray. Grab the materials nearby and head out. Go back down and around to the next area.



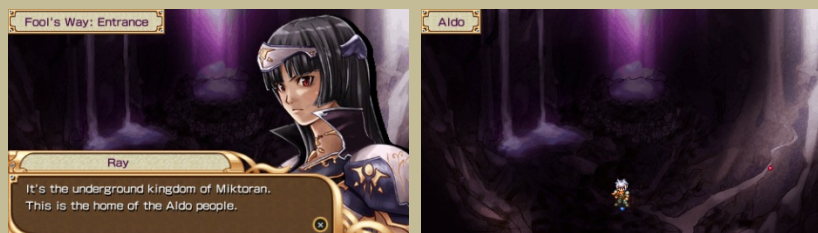
It's not too much further to Aldo now. After the conversation, go all the way right to get some materials and a White Cloak Training Book from the chest. Keep heading down and grab all the materials along the way and there is a chest nearby containing a Great Lance for Al. You can't get past the purple flames right now, so keep going on to the next area.

After everyone is done resting, head west like Ray said. Grab all the materials in the area. Heading down, go to the furthest right steps and go around and up to next screen. Head up the stairs, get the materials and to the left and below there is a chest that you should have seen from the other side which contains a Dark Cloak Training Book. Now go back to the middle stairs we passed a moment ago. Keep heading down, grab the materials along the way and you will be at the Fool's Way entrance.

Area: Fool's Way

Area Enemies: Flying Fire Fish**, Flare Moss**, Dark Hawk**

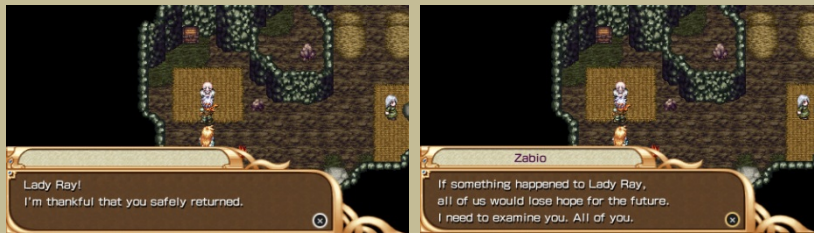
Materials to Find: Snake Skin, Beast Bone, Steel, Earth Fragment



After everyone rests and Lux and Al converse about their feelings towards Ray, head to Aldo. Ray gives more description about where they are. As you can see the area is covered in darkness.

Area: Aldo

Items to Find: Fruit of Life, (Various Training Books are listed below), Warriors Rest, Healing Potion, Fruit of Spirit, 2 Fruit of Magic, World Tree Fragment, High Grade Fur, Aldo T. Books



Head to the Elders House where you will meet Zabio. He will agree to remove the darkness from Corona and do a full examination of everyone else as well. Afterwards, all of the darkness will be removed from everyone and Corona will be active in the party again (though behind a few levels unfortunately).



Zabio then explains how he was disturbed by the type of darkness that was in everyone and was shocked how he discovered unique antibodies within them that fought against the darkness. He also explained how he inserted splinters in their bodies to drain the darkness (very strange). The group also learns that Zabio sacrifices himself by taking in others darkness. Apparently all the elders there do that so the young can prosper.

After that, some villagers rush in to inform everyone that darkness has risen to the surface. Eventually the place Irkalla is mentioned as a place the group should visit. Tina mentions that Irkalla is the place where darkness is born. Then you will get a new mission **"The Ruins of Sin"**. There will also be new quests in each region and the blocked paths from earlier will be opened, where the purple flames were.

After you regain control, grab the Fruit of Life nearby. To the right, you can speak to the woman and rest for free. To the far right are some bookshelves containing a lot of training books. I will list them and hope I did not forget any. The top shelf contains the following training books – Solomon, Nibulheim, Uaja Flamberge, Leviathan, Claymore and Balmung. On the bottom you get – Brionac, Gae Bolg, Vajra, Lucifer, Bluthang, Levatein, Lightning and Nyx.

Find all the other items in Aldo. Visit the tool shop to buy whatever needed. Head to the workshop and speak to the blacksmith. He will give you the Aldo Training Books. You should improve the Battle Snake for Ray and the Great Lance for Al. Improve any other equipment or whatever and talk to the guy above who will have Quests 39 to 50 for you. After that talk to Hamia and he will have another helper for you named Heidi.

After you leave Aldo and everyone decides to go together, head for the Cave of Silence. It's best to start here first. You will come back later too, but there are some things that you can get out of the way and the enemies are a lot easier than in the Ruins of Sin, so level up a bit here first. After this, then we will return to the surface. If you've decided to tackle the quests up above now, then read ahead and read about them, but again, I suggest you wait.

Area: Cave of Silence

Area Enemies: Tekkatakata*, Flying Dark Fish*, Ice Fang Wolf**, Rock Bull**, Clay Scylla**

Items to Find: Wyvern Spear, Fruit of Life, Spirit Clothing T. Book

Materials to Find: World Tree Fragment, Oak Wood, Oak Wood Fragment, Garnet, Garnet Fragment, Light Fragment, Darkness Fragment, Darkness Crystal, Mystic Ore

In the Cave of Silence, you will be able to complete quests 40, 41, 42 and 48. Your furry friend collectors can help finish 41. Quest 48 will have to be finished later because of currently blocked paths. To start off, take a left and get the Wyvern Spear from the chest. Go back to the right path and grab the materials along the way. Keep following the path until you come to three doors. I will let you decide which one to take... They actually all lead the same way and the same for the next two doors. Right now you cannot get past these barriers. So now go through the door, grab all the materials along the way while heading up three screens. Then take the left pathway which will lead you down and around. Grab the Fruit of Life from the chest. Now go up two screens and left to a chest containing a Spirit Clothing Training Book. Head back to the path, grab the materials heading to the far right and down. Grab the materials and go up to the way we passed before. I hope that wasn't complicated to read. We really just went in a circle. Anyways, use the rest point if needed and head up.

Area: Moonsky, The Underground Lake

Area Enemies: Shine Element**, Ice Fang Wolf**, Aqua Weed***, Ice Croco****, Dark Flower****

Items to Find: Tiger's Eye

Materials to Find: Refined Thread, Garnet Fragment, Mystic Ore, Oak Fragment, Light Crystal, Darkness Crystal

This next area you are now in is called Moonsky, the Underground Lake. After talking, grab the materials above. If you go to the mysterious symbol on the wall, you will have the chance to fight a monster. It's best to leave this for later, unless you're up to at least level 50 or higher and I doubt you are. So instead, head right. After more talking, grab the materials in the area and from the chest grab the Tiger's Eye which increases dexterity. After that, head to the next area.



For this next battle, if you're not at level 45 yet, I would get up there first because Lux will learn Demon's Cut which does considerable damage, though hurts him a bit and Tina learns Area Heal. If you have that already, then let's proceed to battle the Ice Croco. I used Lux, Ray and Tina for this one. Have Lux use his Demon Cut and Double Cut in between if necessary. Don't let his hit points get too low. He won't die from using the skill, but just drop down to 1 hp. Just don't save room for an enemy to finish him off. Have Ray use her Attack and Protect down skills

and whatever else you want and Tina use Frost or Shining and definitely Area Heal. Your team will likely die here and there, so make sure you have enough revival items handy. The Ice Croco uses regular attack, a deadly violent bite and Solid Ice. After the battle, you will have completed Quest 49. Grab the material nearby if you hadn't before. Exit the area and head back to Aldo to turn in your finished quests. For 49, you get the Training Book for Blessed Armor.

Area: Multiple Area Bosses – Quests 51 to 56

Quest Enemies: Red Rose***, Poisonous Spider**, Monster Bird's Chicks***, Ice Dragon***, Flare Bull****, Ice Hawk****

Now let's head up to the surface and tackle some awaiting quests. First, if you haven't already, go to the Fools Way: Inside to get some treasure. Head to the area that was blocked before and go up the stairs to get the Grit Ring from the chest. It prevents fear, sleep and paralysis. Exit to the surface by going to the menu and pressing square, you know what I mean. After talking about the spreading darkness on the surface, go to the guy in Valencia that wanted the Dark Matter for a Testament of a Believer. You can give it to him if you want to. It will get you into the Cathedral but that's about it. I do not know whether or not the Dark Matter has any other use.

Anyways, after you are done playing in the Cathedral, head to Nord Shamal. Turn in any quests and receive new ones from 54 to 56. From Quest 38 you receive the Training Book for Mythril Cloak and 5,000 G. For Quest 57 you receive the Training Book for Ourboros and 10,000 G. Next head to Holos Guild and receive more new quests from 51 to 53. It's all up to you, but I did these ones first.



For Quest 51, head to Piltz Forest: East. Head down the second path to the left. Here you will fight the Evil Red Rose. I used Lux, Ray and Tina for this one. Have Lux use Demon Cut and Double Cut when necessary. Have Ray use her Protect and Attack Down skills and Attack. Have Tina use Shining, her Ice spell and Area Heal. The Red Rose will use Attack, Mucus and Volcano which does heavy damage. After the battle, return to the guild if you'd like and receive the Training Book for Holy Ribbon and 10,000 G.



Next go to North: Rudnik Mine. Keep to the northern area and soon you will encounter the Poisonous Spider. This one is super easy. Have Lux use Demon Cut, Ray use her down spells and whatever else and Tina use Shining and Area Heal almost every round. The Spider attacks and uses Paralyzing Thread. It's supposed to be a poisonous spider right, but it never poisons you, strange huh? Note: To complete Quest 44, you will need to fight the spider again so it will give you another Mystic Thread, you need two. Gold thread should be plentiful elsewhere. Afterwards, turn in the quest for 10,000 G. Do whatever and on to the next one.

Go to Burnyi Canyon: North and go down and left to the hidden path. Inside the cave are 5 of the Monster Bird's Chicks. They can be a bit tough, but no sweat. I used Lux, Ray and Tina again for this one. Just use the same strategies as in the previous battles. The chicks will give you a good pecking and that's about it. Afterwards turn in Quest 53 for a Training Book for a Wyvern and 10,000 G. Do whatever you need to and then let's keep going.



Next head to North Forest: East to confront the Ice Dragon. You will find it north of where the Ice Bull is located. You should at least be in the mid 40's to beat this one. It's not that hard. Just use the same strategies as I have mentioned with the earlier ones and you should be fine. The Ice Dragon will use Ice Breath. Afterwards turn in Quest 54 for 10,000 G. Note: To complete Quest 46, you have to beat the Ice Dragon again. I would do it and get it out of the way.

In case you haven't yet, turn in Quest 45 and you will receive the Training Book for Caduceus and 10,000 G. Turn in any other quest you haven't and make whatever preparations you need for the next quest, which is quite tough.



Now go to Acosta Volcano: Inside. Head down the stairs and go up to where you will find the Flare Bull. It's a lot tougher than the others we just did. Use the same strategies as before but throw in Ray's Curse Skill too. Guardian Beasts may die but just keep your focus on reviving main members and defeating the Bull. The Flare Bull will use a hard ramming attack or cast Flare Spark on one or all members. After the battle, turn in Quest 55 for 10,000 G. Do whatever and it's on to the final one.



Go to the Road to Valencia: North. The Ice Hawk will be below where the Scylla was blocking your path earlier in the game. Use all the same strategies as before but just be careful when using Lux's Demon Cut. Also have Ray use Curse. Have all of course use healing items as needed. Again, don't worry much about your fallen Guardian Beasts, just keep having Tina use Area Heal and focus on taking the bird down. The hawk will always attack twice either using regular attack or cast Blizzard. Afterwards turn in the Quest 56 for the Training Book for the Wizard Killer and 10,000 G.

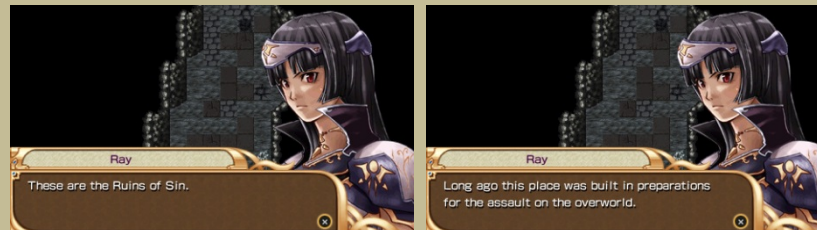
Area: Omega Coliseum – Beginner Rank S

Arena Enemies: Automation Flies**, Sidheptodon**, Cursed Flower***

If you haven't yet, you should get Beginner Rank S out of the way at the Omega Coliseum before going to the Ruins of Sin. For this round, I ended up using AI and Corona. You can of course use whoever, just make sure you are in the mid-level 40's. Corona may not even be at 40 yet, but for AI, he should be as the others too. Just to mention this, at level 40, Corona learns the skill Ready Go which increases an ally's speed in battle. I didn't use this for these rounds. Also, just so you know, she will eventually catch up to everyone in levels. Pay the entry fee of 1,000 G to battle against 5 Automation Flies, 2 Sidheptodon (turtle looking creature) and a Cursed Flower. After the battle, you will have won 1,500 G and a Fruit of Life.

Area: The Ruins of Sin

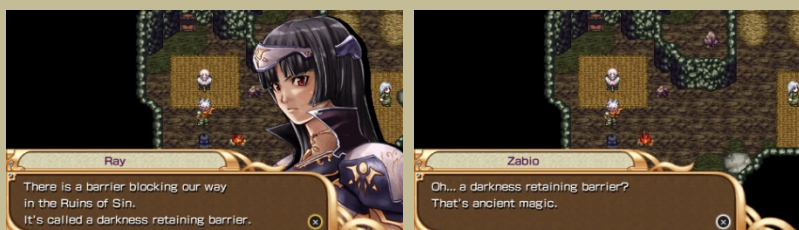
Area Enemies: Teppancho***, Dark Worm***, Dark Bull***, Ghost***



Now it's time to move on to the Ruins of Sin. After Ray gives her depressing history lesson and Al speaks his mind, head up. Go in any direction, as the same scene will play out.



All the areas are blocked off by barriers. Tina says that they are used to block off darkness. Murphy then mentions that you will need Barrier Stones to remove them. Ray suggests that they should go back and talk to Zabio about the situation. Before you go, you can finish Quest 39 if you'd like. I would to get it out of the way and just level up a bit here too because the enemies give you pretty decent experience.



When you return to Aldo Zabio will say that the darkness retaining barrier is created by ancient magic. He tells that you will need barrier light stones as Murphy said before. He gives you stones that you need to immerse in the waters of Moonsky. Yes, we have been there already. Now you will get Mission 19 "Moonsky, The Underground Lake". So just head back, defeat the Ice Croco with the same strategy as before, then watch the event that happens and head back.



After you go back to Zabio, everyone rests. Lux will later meet Ray outside. I put these shots here because I thought it was funny when Ray said she wanted fresh air. This makes no sense when the underground is covered in darkness. Anyways, they mention to each other about the voice they heard in Moonsky earlier. It was actually the Guardian Best Lucia who sleeps beneath Moonsky. I have no idea how this plays into the story. After more talking they turn in.

Area: Return to Cave of Silence

Area Enemies: Clay Dragon****

Items to Find: Wizard Earing, Dragonica T. Book, T. Book for Assassin Suit

In the morning you will get a new mission, Mission 20 "Irkalla". Before you head there, you should go back to the Cave of Silence first for some unfinished monster bashing. We will tackle another in Moonsky afterwards too. If you haven't leveled up yet to 50, I would do that first before this next battle. The team will learn some new skills. Al will learn Mountain Storm which is an earth magic attack, Ray learns Deadly Hold which paralyzes a group of enemies, Tina learns Serious Protect which increases ones magic defense and at 45, Corona will learn Cross Heal which is just better than heal.

So when you're ready make your way to the areas that were blocked off earlier by the barrier. Through this way, be sure to grab all the materials and in various chests you find a Wizard Earing, Dragonica Training Book and another Training Book for Assassin Suit. Make sure to access the Cave of Silence, Inside Passage Way. The door to the left of that leads to a battle with the Evil Clay Dragon. Beat it to finish Quest 48.



This is still a tough battle. I used Lux, Tina and Ray as I have been lately as you can see. I feel they are the best combination at the moment. Have Lux use Demon Cut and Double Cut when hp is low. Have Ray use Protect Down, Attack Down and Curse. You can use Tina's new Serious Protect Skill if you want, only once though so she can focus on healing. Have her use Shining if you get a chance too. Use items from everyone of course as needed. The Dragon uses regular attack and Sand Breath. Both do major damage. After its' defeat you have to beat it again

to complete Quest 46. When you turn in 46 you get the Training Book for Hrotti and 10,000 G. For 48 you get the Training Book for Blue Dragon Spear and 10,000 G.

Area: Return to Moonsky

Area Enemies: Dark Flower****

First thing you should do before going there is to buy 3 Cross Pendants for the next battle at the Valencia Tool Shop. While you're at it, purchase 3 Souls Rings too, you're going to need them shortly. If you have these already then never mind. Also, you should definitely be at level 50 or higher, it will help a lot.



Head back to the crest we passed earlier in Moonsky. Select yes to surpass the silence. You will now fight the Dark Flower. I used the same members as before and the same strategy as with the Clay Dragon. Just make sure that when Curse wears off have Ray cast it again. This thing is nasty. It casts Abyss and may attack one or all three members at the same time. If things are not working out just escape the battle and the area and retry for a different pattern of the battle. Afterwards, all you get are words spoken to you saying that I acknowledge that thou are the one beyond silence and maybe a crest, I can't remember.

Area: Omega Coliseum – Intermediate Rank B

Arena Enemies: Net Caster**, War Garoe***, Croc Daddy****

I used Al and Tina for these rounds. Make sure they are in the mid-level 50 range. At level 55 Al learns Earth Thunder Wave which is a powerful spear strike that hits all enemies. Try it out if you want. If you've leveled up Tina to 56, she will learn the skill Solid Ice. It's about as good as Shining. And just to throw this in, at level 50, Corona will learn Cross Cutter which is a powerful boomerang attack and at level 55, Ray will learn Abyss which does decent damage.

Pay the entry fee of 1,200 G to face 2 Net Casters (worms), 3 War Garoe (wolves) and 2 Croc Daddy. After the battle you will win 1,800 G and a Fruit of Life.

Area: The Ruins of Sin Unexplored

New Enemy: Dark Golem****

Items to Find: Seal of Enlightenment, Healer Dress Training Book

Materials to Find: Light and Dark Fragments, Light Crystal, Gold

Unless you are leveled up a lot, the enemies in this area are tough as you may have noticed before. At this point I'm going to cover the area to the right, then leave to do a few extra tasks and then come back to finish everything else. So the first thing you should do is head right, remove the barrier and head down. Grab the materials and the Seal of Enlightenment from the chest. Next go up to fight the Dark Golem.



I again used Lux, Ray and Tina. Just use previous strategies. The Dark Golem will hit hard with its' attack. It will also cast Dark Haul which does considerable damage. After the battle head back to Aldo if you want to turn in Quest 50 and receive the Training Book for Gleipnir and 10,000 G.

Now I think it would make sense to finish Quest 47 as well. So go for it. After you beat the golem a couple more times you will receive the Training Book for Dragon Armor and 10,000 G.

At this point in the game I was looking for some items to create weapons and armor and to finish some quests. Here is what I found in case you need them too.

To finish Quest 44 you must finish Quest 43. I don't know where you get Refined Thread, hopefully you have some, but you can find Gold in The Ruins of Sin. If you don't have enough Mystic Thread you can fight the Poison Spider in Rudnik Mine: North that you fought earlier from another quest.

To finish Quest 45 you need 1 Dragon Blood and 1 Rare Metal. If you don't have the Dragon Blood, you can fight the Ice Dragon in the North Forest: West. To get the Rare Metal you need to complete Quest 42 by collecting Mystic Ore which can be found in Moonsky.

If you're looking for other items like Dragon Fang Skin or Crystal Shard Fragments you can get them from the Clay Dragon in the Cave of Silence. By now you should have all current quests complete. If you are still having trouble finding other items then I suggest you check gamefaqs or something, that's what I did. Yes, that is what this guide is telling you.

Next I would tackle Advanced Rank A in the Coliseum if you haven't yet.

Area: Omega Coliseum – Intermediate Rank A

Arena Enemies: Death Watch Beetle**, Hades' Servant***, Daddy Gator***

For this round I used Lux and Tina. Being around the Mid-level 50 range should still get you through this. It takes time leveling up a lot and I honestly hate it but it helps a lot. I must say that through my first play through, I didn't level up as much as I did through the second. Anyways, make sure to equip a Soul Ring on each member, you will find out why. Pay the entry fee of 1,400 G. After the battle you will have won 2,100 G and a Fruit of Life.

Now, head back to finish the ruins.

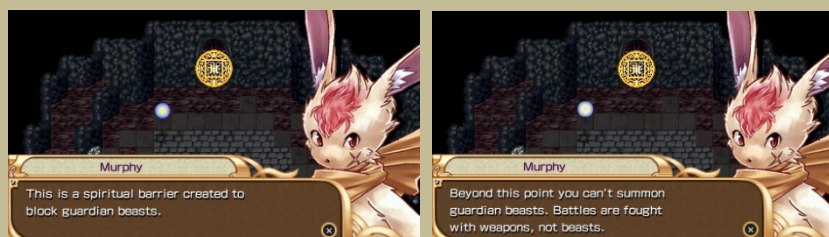
New Enemy: Ice Golem****

New Items: Healer Dress Training Book



Now it's time to finish this awful area. Before fighting the next boss in the ruins I would level everyone up a lot first. During leveling up, Murphy will learn Puppet Dance at 58 which will decrease an enemy's magic defense. When you are ready, head left from the entrance and take down the barrier. Walk up to the seal and answer yes to the messed up question. You will now fight an Ice Golem. I used Lux, Al and Tina for this one. Have Lux use Demon Cut and Double Cut when hp is low. Al is just mainly good with regular attacks and using items. Tina will be healing most of the time. As far as I know the Golem just uses a heavy attack. It did nothing else the whole battle. Afterwards you receive a Crest of Banish Evil. I have no idea what this does besides sit in your inventory.

Now just head up, grab all the materials in this area and the next one. Also grab the Healer Dress Training Book from the chest. If you have to leave the ruins and do whatever then go ahead. After wards come back to remove the barriers to the north of the entrance.



If you go to the right you will be in front of a door you cannot access right now. Head the other way you passed and you will be faced with a different type of Seal. Murphy will explain that is a type of seal that prevents Guardian Beasts. So in this area you will not be able to use your Guardian Beasts. Make sure you are well prepared and head in to Irkalla.

Area: Irkalla

Area Enemies: Dark Element***, Hard Croco***, Lagomorph**

Items to Find: Dew of Rainbow, Aurora Robe Training Book, Rare Metal

Materials to Find: Light Fragment, Dark Fragment, Light Crystal, Hard Scale, Rare Medal

Go up and get the Dew of Rainbow from the chest and materials nearby. Head left and Murphy will ask if he can see your shell. It doesn't matter how you answer. Saying yes just leads to more conversation. Find all the materials in the area and don't miss the Aurora Robe Training Book and Rare Medal from the chests. After you find your way around to the next area, prepare for a shocking scene.



Here Murphy will demand everyone's shells in hope of saving his friend Silvert. After resisting, you will fight him.



For this battle, I used Lux, Al and Tina. For me it was hard to get in the Demon Cut skill for Lux, so just use Double Cut. I would have Al use his Earth Thunder Wave Skill and have Tina heal. Murphy will use Darkness, Dark Hall and Curse on all. He should go down in about 4 rounds. I can't remember if you get anything or not, sorry.

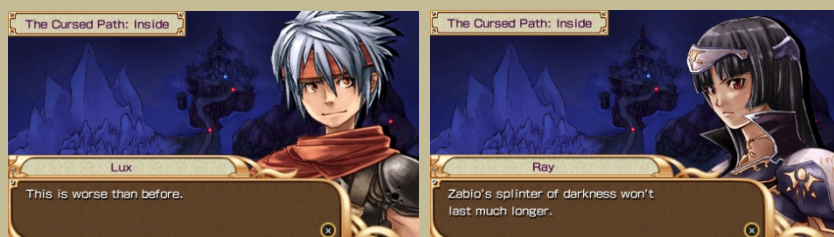
After the battle, Murphy will go on about his reasons for wanting everyone's shells. Then all of a sudden, all the guardian beasts agree to help Silvert.



As Murphy gets closer, something terribly goes wrong and Manungal, The Queen of Darkness appears. After Murphy gets dragged away, he and Ray explain to everyone who that was. Then a decision is made to return to the church to confront Eveck.

Now Murphy joins you as the sixth companion, finally. He will be at a level 3 bond with all the Guardian Beasts. You may also notice that he has some of the same skills as Ray and Corona. For now, you can lend him a guardian beast too. His level will be lower than everyone else, but eventually he should catch up. Don't forget as I'm sure you haven't to get some better equipment. He will also be a great partner in the Omega Coliseum.

Now, head back to Aldo. You can speak to Zabio if you want. Then speak to Hamia and he will have a new helper for you named Hamilton. I would focus most of them on the last places you've visited. Not sure why they don't go to Irkalla though. Once you are done there and with whatever else, it's time to head to the surface. If you have leveled up with Murphy a bit first, you will find out that at level 56 he will learn Anti-Dark.



When you get to the surface, it looks worse than before. You will then get a new mission "Overflowing Darkness".

Area: Omega Coliseum – Intermediate Rank S

Arena Enemies: Howling Wolf**, Tip-topper**, Mega Golem***

First thing I did was to go back to the Omega Coliseum with Lux and Murphy to tackle Intermediate Rank S. Pay the entry fee of 1,600 G. The only thing to be aware of is in the third round with Golem because he can eliminate a partner in one blow. After the three rounds you win 2,400 G and a Fruit of Life

The next stop is Valencia.

Area: Valencia - Confronting Eveck



Now go to Valencia to confront Eveck. If you go to the secret path it will be blocked off of course. Tina will suggest that you try the front door. After that fails you get a new mission **"At the Cathedral Gate"**.



Go to the house. You will see the sister run away. Talk to the man in the back and say you saw everything and then answer that you will tell everyone I see. After some deal making, the man says you need 4 Gold Thread. If you don't have enough then just go redo Quest 43. Either way you have to leave and enter again. Talk to the man again and a funny little scene will play out. After you receive the sisters' vestments head to the cathedral and you will be let in.



Head to the back right area and you will get a new mission **"Defeat Eveck"**. You will now be in the Valencia Catacombs. In this area, I would take this time to level up. Even if you haven't before and got through the other areas and battles just fine then take this opportunity in this place to do so.

Area: Valencia Catacombs

Area Enemies: Chaos Fly**, Barbaros**, Aspis**, Scarlet**, Ice Pillar Spider***, Dark Spider***, Great Dragon***, Flare Hawk***, Eveck***, Eveck (Ebony Demon)****

Items to Find: Fruit of Life, Fruit of Spirit, Blastwind Anklet, Wizard Earing, Dark Bangle, Holy Bangle, Tiger's Eye, Dew of Rainbow

This area is quite big, so I will do my best to get you through it. First take the left door and go down to get the Fruit of Life. Then head back up and up to the next area, then right and up. Now, head all the way down the hall to the left. You should find a Fruit of Spirit in a chest along the way that you had seen from the other side. After that, head all the way to the upper left and go through the door. You won't be able to use your Guardian Beasts here.

After talking, head to the upper right. Get the Blastwind Anklet from the chest. Now go left. Save and fight the Ice Pillar Spider. It will use Ice Fang and Blizzard. This enemy will re-spawn, so take advantage of that and fight it to level up a lot. After, go left, then all the way down, then left to get the Wizard Earing from the chest. Next fight the Dark Spider if you want. It hits tougher than the last spider you fought so be prepared. It will also re-spawn. After that, go left and then follow the path that leads up and down. You can use your Guardian Beasts here. You can go a different way which will lead to all the same areas but I am going to explain it this way. So read on if you'd like.

Go all the way down and find a chest containing a Dark Bangle. Next go to the upper left. Hang a right and then go up to the next area to find a chest containing a Holy Bangle. Go back down and pass through the openings to find a chest in the middle containing a Tiger's Eye. Now go back from where the rest point is and go up to get the Dew of Rainbow from the chest. Is this place weird or what? Now go left from the rest point and all the way down. You will be unable to use your guardians here. Another Ice Pillar Spider is there to fight if you want. I myself would avoid it and level up with the other one in the beginning instead. Heading up the stairs will lead to an encounter with a Flame Hawk. Unless you are near level 70, I would wait and come back to it. If you fight it, watch out for its' Flare Spark which does the damage.

Here are some skills that you should have learned by now. At 59, Tina learns Justice. This is great to use against the Dark & Ice Pillar Spiders and really every other enemy. At 60, Al will learn Flash of Concentration, Murphy learns Dark Poison, Lux learns Dark Dragon Cut and Ray will learn Rose Perfume. At 62, Al learns Clear as Crystal, Murphy learns Anti-Darker, and Tina will learn Cross Heal. At 64, Murphy will learn Decrease Magic. At 65, Tina will learn Resurrection. At level 66, Murphy will learn Sacrifice. At level 67, Murphy will learn Everdarkness and Tina will learn Gospel Song.

After you are ready to continue, use the rest point, save and go through the door past where the Flame Hawk was.



Here you will encounter Eveck. After his insane rambling about his plans of the past and the present, you will fight him.

I used Lux, Tina and Murphy for this. Have Lux use his Dark Dragon Cut and Demon's Cut. Tina should use Justice and Solid Ice but will mostly be healing. Murphy should use Abyss and heal when necessary as well. Eveck will use Sanctuary, Dark Hall and a Fire Attack. He will also use Serious Protect and heal himself sometimes.



After the battle, Eveck releases darkness in the room but because of your antibodies they resist it. Then Eveck calls on the Queen of Darkness. When everyone is struggling with the intense dark power, Murphy pulls everyone together and takes it in.



Mangunal then becomes too much for Eveck so he calls on Fina to heal him.



Now Grand Ohma appears and has Fina give all the dark energy to Eveck to transform him. She explains what her intentions have been all along.



Mangunal will then disappear from boredom and Eveck will have changed into the Ebony Demon. Ohma then sacrifices herself for Fina. Then Lux or Nox is praised as a hero and he gains the ability to use Special Technique: Night Chronicle.



For this battle just do what you did last time against him. Of course don't forget to use Lux's new technique. Eveck (Ebony Demon) will go into enrage mode and attack or use regular attack, Nightmare, Dark Wind of Evil Domination, Sleep, Volcano and cast Elemental Barrier on himself.



After the battle Eveck is about to explode and release dark energy everywhere. Then, apparently Ohma is still alive. Again she attempts to sacrifice herself for all. Failing at that, Murphy plants to sacrifice himself instead. Then Ohma, with her old bones still moving tells Murphy to use her heart, her shell. After her goodbyes and everyone leaves, Murphy and her confront the demon and then the credits roll.



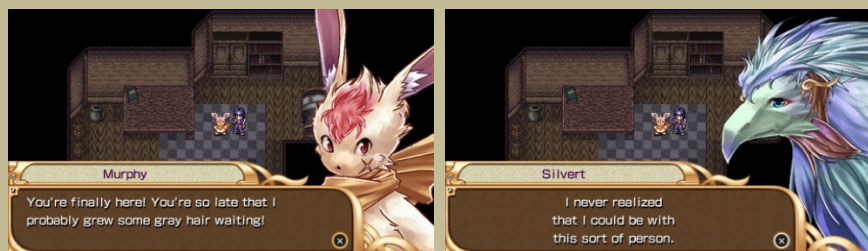
Afterwards, Lux and Tina are shown having a moment to together in front of Ohma's grave. Soon everyone else shows up.

THE END

I was shocked at first when I saw this. How funny that was of these writers. Anyways what happens next is that it seems to be sometime later and Lux is thinking about Ohma. Al snaps Lux out of his day dream and they head to Valencia where Fina, Tina and Corona are waiting.



Here Fina informs you that all captured guardian beasts are returned safely. You are also introduced to Jeanne, Fina's guardian. She will help you to the end of your quest.



Next Lux, Al, Corona and Tina all meet up with Murphy and Ray. Here you are introduced to Silvert. Murphy gives back all the guardian beasts he borrowed. Everyone decides that they want to return them to their home but none of them want to go back because they feel more work needs to be done. Of course there is still the matter of Mangunal. You then get a final mission "**Banish Mangunal**". You will also get more quests from each region.

You can now use the two new guardians, Jeanne and Silvert. Don't forget to equip them either by getting them new items or swapping around other items with the beasts you won't use at that time. Murphy will also be at level 9 with all the beasts.

Grab the Fruit of Spirit from the pot to the upper left and the Wild Coat in the dresser above. When you leave you will notice this place looks familiar. It's the room you couldn't access before just outside of Irkalla. You will also now have instant access to Irkalla.

So now I would stock up on items, improve and buy any equipment if needed and visit Hamia because he will have a new helper for you named Hamlet. Make sure to stop at all the guilds to activate quests 58 to 64. After that it's about time you headed back to the Omega Colesium for Advanced Rank B first.

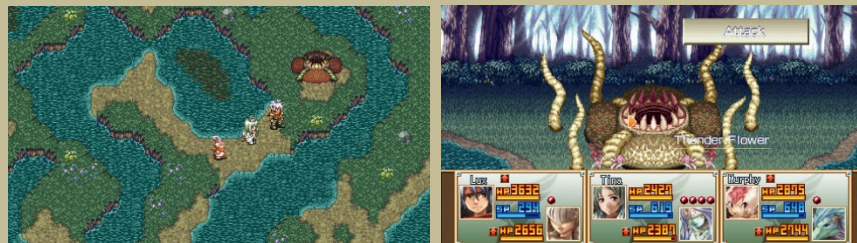
Area: Omega Colesium – Advanced Rank B

Arena Enemies: Knight Rum**, Prize Money Winner **, Pandora Solid***

Having Silvert helps a lot through this. I gave Jeanne to Lux, but it doesn't matter. She works the same way that Grace does. Also, make sure you are somewhere in the mid-level 70 range as you should be. I would equip 2 Cross Pendants and eat some homemade cookies for increased magic defense. Remember if the battle isn't going well you can always leave and come back since the pattern will change. Pay the entry fee of 1,800 G. After the battles you will win 2,700 G and a Fruit of Life.

Area: Multiple Area Bosses 2 – Quests 58 to 61

Quest Enemies: Evil Thunder Flower**, Thunder Hawk***, Flare Croco**, Holy Dragon***



Go to where you fought Corona earlier in the game in the Pantanol Marshes. There you will encounter the Evil Thunder Flower. I used Lux, Tina and Murphy. I now used them throughout most of the rest of the game. Have Lux use Dark Dragon Cut. I don't know what happened to Night Chronicle, I wish it was still there. Have Tina use Justice and heal and have Murphy cast Abyss and heal as needed. The Flower will cast Justice, Mucus and use regular attacks. This battle is not hard. After, you will have completed Quest 58. Turn in the quest if you want and it's on to the next one.



Next go to Burnyi Canyon from the north. Take the hidden path from the left of the entrance to face off with the Thunder Hawk. This can be a pain if not prepared. Use the same strategies as previously. I guess you could use a few extra skills like Tina's Solid Ice and Serious Protect and Murphy's Curse and Dark Poison. The bird attacks twice in each round using either a normal attack, Justice or Sanctuary. Afterwards turn in Quest 59 if you want and head to the Acosta Volcano.



Find the Flare Croco in the Acosta Volcano. From the entrance go all the way right, then take the path above and go down the stairs. Follow the path to the Flare Croco. Use your most comfortable skills or the ones I mentioned previously with the same members. The Flare Croco uses a Violent Bite, not sure of anything else. The battle was over in three rounds. Afterwards, turn in Quest 60 if you'd like and on to the last boss quest battle.



For Quest 61, either go through the shortcut which is open again or Valencia Catacombs. Going through the shortcut is way faster. Make your way to the Cathedral Interior and eventually you will run into the Holy Dragon. I suggest you use everyone pictured as I have been. Use the same tactics as with the previous fights and you should be fine. The dragon attacks twice every round either with regular attacks or Holy Breath. After defeating the dragon you get a lot of useful items like one being a Dragon Ball.

In the chest behind it, you will find a Seal of Enlightenment. Now go down the hall to the right into a room with a chest containing a Gloria Dress. It's best for Corona. Next go all the way down to where you first fought Eveck. There will be two chests there with one containing a Rare Metal and the other a Dragon Ball.

Before heading to Irkalla I went and tackled Advanced Rank A at Omega. So if you haven't been there, now's a good time.

Area: Omega Coliseum – Advanced Rank A

Arena Enemies: Jewel Gel**, Gladiator**, Mistress Scale***

These rounds shouldn't be that hard as long you're leveled up enough. I used Lux and Murphy. I suggest eating some chicken before entering. Pay the entry fee of 2,000 G and in the end you will win 3,000 G and a Fruit of Life.

Area: Irkalla – Showdown with Mangunal

New Area Enemies: Ruins of Sin – White Bat**, May Fly**, Vais**, Dark Scylla**,

Irkalla – White Poncho***, White Katakata***, White Croco***, Lilith***, Flare Golem***, Chalk Spider***, Flare Golem***, Flare Dragon***, White Worm**, Demonic Tamia**, Flying Pink Fish**, Drak Dragon****, Manungal****

Items to Find: Nine Tail Training Book, Valkyrie Training Book

If you go through the Ruins of Sin again you will encounter new enemies. They are not too hard if you're leveled up enough. However, the new enemies in Irkalla are a different matter. These ones pose to be a challenge, so make sure to be prepared. Just too also note that some of these enemies I noticed will drop a Fruit of Speed.

Here you will be able to finish the last three quests. There are also new areas in here. Start off by going left across the two bridges. Eventually you will run into the Chalk Spider. They are tough like the bosses. This is like the same in the Catacombs. After that, go way up to get the materials and the Nine Tail Training Book from the chest. Next continue back down and to the left. Fight the Flare Golem if you'd like. After that, continue left to get the Valkyrie Training Book from the chest and the materials nearby. Up north is the Flare Dragon for Quest 63. If you want to, head back to Aldo to heal up and turn in Quest 62 if you completed that. You will receive 5,000 G and Pixie Boots which increase rate of avoidance slightly. After that, head back.



Fight the green, no wait red Flare Dragon. The Flare Dragon spews Fire Breath twice in a round and uses regular attack. You can see I used my favorite trio but use who you'd like. Same strategies apply. For me the dragon dropped dragon skin, crystal and a big crystal. Afterwards, leave if you want to turn in the quest. You will receive 20,000 G.

Before continuing, I decided to try and get some more of these Coliseum battles out of the way. So here is the layout for the next 2.

Area: Omega Coliseum – Advanced Rank S

Arena Enemies: Shadow Crystal**, Holy Sword***, Evil Crazy Bird***

It's best to be around the mid to upper level 70's. I again used Lux and Murphy for this one. Make sure whomever you picked each has a few Fruit of Resurrections on them. I ate some homemade cookies too before I began. Pay the entry fee of 2,200 G. The second round I felt was the toughest. Afterwards you will win 3,600 G and a Fruit of Life.

Area: Omega Coliseum - Top Rank B

Arena Enemies: Hylopancho**, 3 Hylopancho***, Gourmet Hunter (Spider) **

I again used Lux and Murphy for this. I also decided to eat some chicken. Not sure if any of these items at the snack bar help anyway. The 2nd round again for me seemed to be the toughest. Rely on using Dark Dragon Cut and Abyss through this. Pay the entry fee of 2,600 G and in the end you will win 3,900 G and a Fruit of Life.

Now, let's get back to Irkalla. This time head all the way up. I'm sorry, but I don't remember what was in the chest at the top, hopefully you did. Next go to the right area. Go up the stairs and onwards to the next screen. The pack of Flying Fish in this area can get nasty. Fight the Chalk Spider if you want. Make sure to grab the Kunoichi Training Book from the chest below and the materials nearby.



It's dragon bashing time again. This is the final quest of the game, Quest 64. You will have to fight the green, no wait sorry, the Dark Dragon. (Seriously, why couldn't they add the right color?) Anyways, if you haven't yet, make sure the three members you use has at least one pair of Pixie Boots since they seem to help, I guess, heh. If you forgot, you can get them by completing the white monsters quest again. Also, it's best to be around the mid-level 80's to win comfortably. I used the six pictured above, but use whoever you want.

Have Lux use Dark Dragon Cut, Tina use Judgement and heal as needed and Murphy first use Dark Poison and then Abyss every other round or heal when needed. The dragon attacks twice either with dragon breath or one hard hit to a member. The dragon should go down in about five rounds. It will drop dragon related items and various crystals. When you turn in the quest, you will receive 20,000 G.

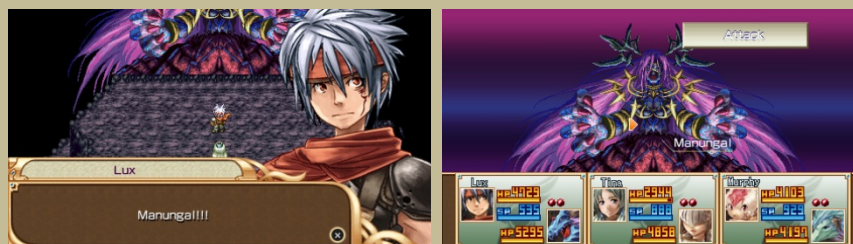
Next you could finish the coliseum battles if you want, but you will have a chance later too. It's honestly best to try Top Rank S later anyways. So for now I will just cover A.

Area: Omega Coliseum - Top Rank A

Arena Enemies: Hylo Rattler**, 3 Hylo Rattlers***, Mega Dragon***

Make sure to either have Lucius or Silvert or even both in your party. I obviously had Lux and Murphy again too. Pay the entry fee of 2,600 G. First two rounds are easy. The mucus attack from the Hylo Rattler does good damage, so be careful for that one. It helps if Lucius gets a good hit in. The Mega Dragon is really tough. You will be healing more and using a lot of Fruits of Resurrection. After the rounds you will have one 3,900 G and a Fruit of Life.

Alright, it is now time to get this over with. Make sure you are in the level 90ish area. Grind and grind some more if you haven't because it just makes things a lot easier.



For this glorious battle, I used my favorite trio pictured above or the six of them, but use who you'd like. I'm not sure if Lux is mandatory or not, but you need him anyways. When you enter the area of Mangunal, Lux's crazy black scar returns and he gets back his ultimate power, Night Chronicle.

Make sure to keep Lux's SP up and keep everyone alive at all costs. Try and keep your Guardian Beasts alive too but mainly focus on the other three or its game over. Have Lux constantly use Night Chronicle and whatever else if necessary, have Tina use heal spells and protect if possible and Murphy use protect spells and his Abyss spell is good to use. Mangunal attacks a single member or all each round. She uses various spells. The most devastating are Burn Out and Evil Wind of Domination. She will also use heal and protect spells on herself.

Alright, now that you whipped that crazy queen bitch to the other side, what do you think is next? No, it's still not the end. You have cleared the game; at least it says you have. After the battle, you receive the Queen's Crest. I guess it's just a title of some sort like you got with previous quest bosses that just sit in your inventory.

Area: Valencia



Afterwards all are together discussing Baron's sex and deciding that they should send all the guardian beasts back where they came from, but again they wish to stay. Then Varuna, the father of Fina and Tina appears. When Lux speaks out about being able to protect his two daughters, you will now be put into a situation of proving your worth.

Area: Celestial Realm



Everyone will now find themselves in what they believe is heaven but actually you are in what is known as the Celestial Realm. Tina will suggest that all head to that building, being the one to the left.

Area: Celestial Realm Information Center



When you enter, you are greeted by the Celestial Realm Guide. After the scene you can explore the areas. To the left, you can communicate through another guide to Hamia and the other acts a blacksmith. In the middle you can get healed and to the right is a tool shop.



After you are done in the information center, you have a few more events you can complete before you completely finish the game which are the areas where you are now and I suppose another Coliseum battle. I suggest you start over to the area on the right, called the Ruins of Memory.

Area: Ruins of Memory



Here you will fight all previous boss battles. I used my favorite team, use who you'd like. Make sure each member has a couple of Energy Potions including other important ones like Healing Cubes and Fruit of Resurrection. Lux will also gain his ability Night Chronicle minus his freakish black scar for the major bosses. For about the first half of the battles, you can just keep it on auto battle. You can tell when you actually need to use some strategy.

After you finish this trial you get a score based on how you did. As you can see pictured above, I did not try to do any better, once was enough for me.

The next task you can tackle can either be the rest of the Omega Coliseum battles or you can head north to the Corridor of Judgment and level up to 99, which is as far as you can get to. If you have already tried to beat Top Rank S and haven't been able to, well don't feel bad. If you have, please explain to me how? I have found this to be the most frustrating and impossible one ever and I did not complete it. I always got beat at the last round. I maxed out everyone's levels and weapons and armor high enough I thought but it still did not help. I think this part of the game was quite unfair. So even though it did not work for me, I hope it does for you and I hope that you will also be able to experience what I guess will be the final arena battle. I will however share with you a bit of strategy on Top Rank S. Good luck!

Area: Omega Coliseum - Top Rank S

Arena Enemies: Level 99 White Poncho****, Level 99 Rattler****, Some of each****

For these impossible rounds I suggest giving each member a Soul Ring because the Rattlers will cast Death. I would also either equip a Cross Pendant or Pixie Boots though I feel neither will help, but they are the best items as far as I can tell. Pay the entry fee of 2,800 G and if you win you will receive 4,200 G and a Fruit of Life. I wish you the best of Luck. I'm disappointed that the last round felt completely unfair, but I'm not going to let it ruin the game for me. Congratulate yourself that you got as far as you did, that's my opinion.

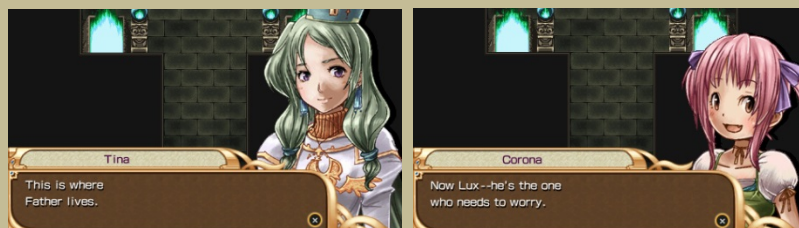
While you are in the Coliseum you may have noticed a new addition. In the area to the upper left that was empty before there is now access to a spa. You can get tickets from the Crystal Queen for 50 crystals each. If you are playing on an emulator however, well let's just say that having the save states option is a great benefit for these

types of events. Not only do you get to watch funny scenes in the spa but in the end you and your partners bond will increase. Not sure that this ever really did anything anyways. Anyways after you're done having fun, it's time to finally get to the last part of the game.

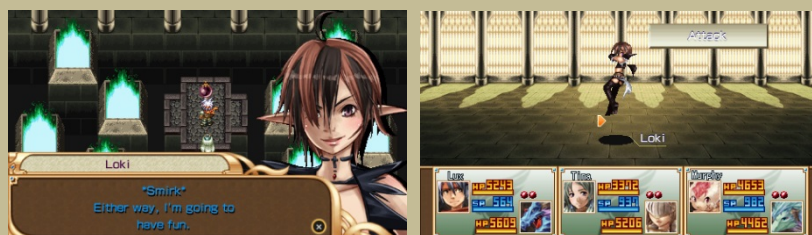
Area: Corridor of Judgement

Area Enemies: Holy Poncho**, Holy Tamia**, Flare, Ice, Air, & Rock Carillon**, Red, White & Yellow Tully**, Holy Golem**, Loki***, Grace***, Jeanne***, Zamto***, Baron***, Silvert***, Lucius****, Varuna****, True Varuna****

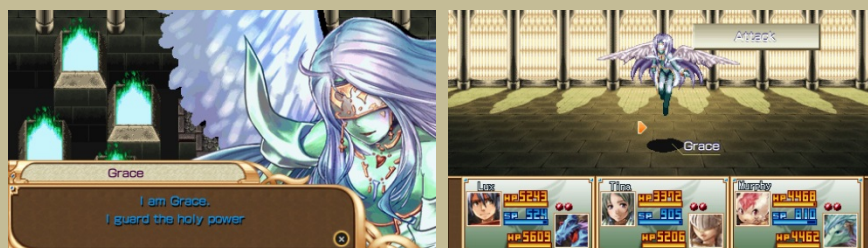
Items to Find: Crystals, Crystal Shards



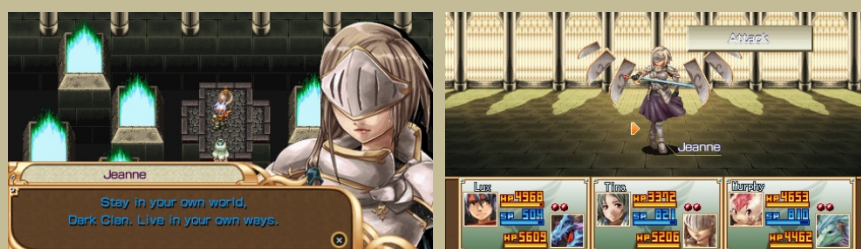
You may have already been in here, but in case you haven't, this area is where you will test your party's strength against what I guess to be younger versions of each seven guardian beasts of the game. After the scene you can explore and you will also encounter new enemies that aren't that tough. If you haven't maxed out your levels yet and want to, then this is the place to do it. So to begin, I am going to start from left to right and then up. Make sure you find Crystals and Crystal Shards imbedded in the walls and monuments.



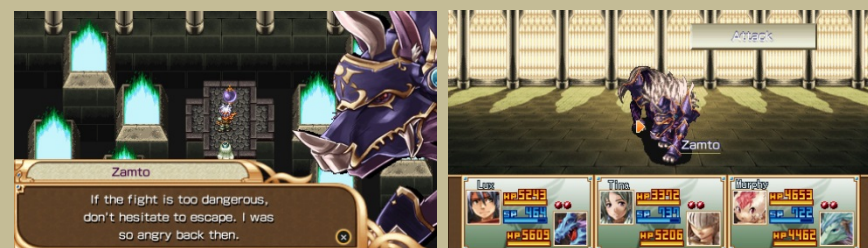
Eventually you will run into Loki's younger self. Okay so the conversation describes Loki as being a male, what is up with that? This whole time I considered that this was a female, so I will refer to Loki as such. Alright for strategy, just hit her with your most powerful skills. She will use charm and another devastating attack that may kill one of your members. She will also heal a huge amount of hit points every round. If you are maxed out in levels and have decent equipment for everyone, the battle should only last about four to five rounds. Afterwards there will be another conversation and you will see one of the orbs light up in the center of the corridor.



You can do this any order you want but for the next area, I'm going above to the middle left area. Here you will now fight a younger and I feel a stronger version of Grace. This battle though did seem easier to me than the last one. Just watch out for her attack which can kill one member instantly. It would have been nice if she did this throughout the game. After the conversation another orb will light up.



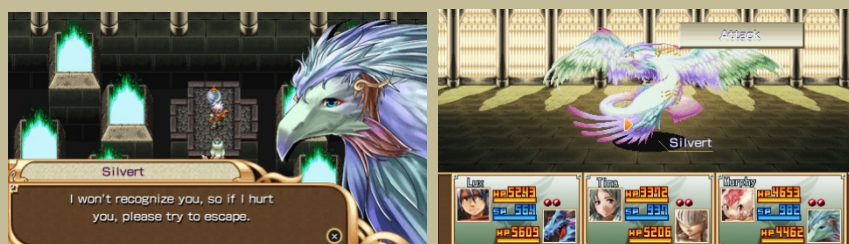
Next I went to the upper left path and found Jeanne. Again, if you are maxed out in levels and equipped well then the battle should only last a few rounds. Jeanne will use Levly Vole and I think Doom Protect. Not sure if there's anything else because like I said, the battle was over quickly. Afterwards, another orb will light up in the center.



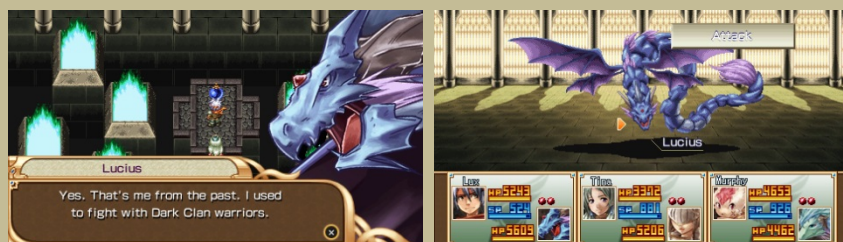
Next I found Zamto in the lower right area. He was a bit more of a challenge but nothing that you would have to redo. He will use such skills as Battle Cry, Bestia and Demon's Wave Motion. After the scene another orb will light up. I don't know who Lucia is, was this mentioned in the story? I thought I was paying attention.



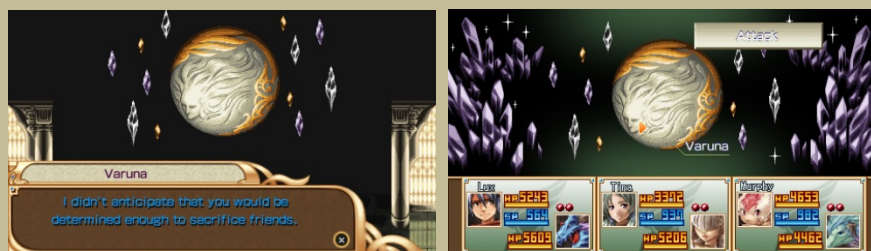
In the middle right area you will find the younger version of Baron. This beast is wild. Make sure you have all of your reviving potions and I would use who is pictured, especially Silvert because her Griffon and Infinity skills work the best if she uses them. Infinity is what really saved me. Baron used skills such as Motherhood Blessing, Cross Heal and Elemental Barrier. She has a strong attack and almost always counters every ones attacks which really make things difficult. After the battle another orb will light up in the center area.



In the upper right area, you will find Silvert. She is actually quite easy. The battle only lasted about three rounds. The only skill I saw her use was something like Vow for Triumphal Return. I have no idea what that does but it didn't help. I hope this is an easy win for you too. After that another orb will light up in the middle. Only one more to go now.



At the top you will find Lucius. This is one of the toughest of all the Guardian Beast battles. Make sure all are wearing at least one pair of Pixie Boots. Have Lux use his Dark Dragon Cut, Tina use Justice and Area Heal mostly and start off by having Murphy use Dark Poison and Abyss after that. Hopefully your Guardians bring in some heavy hits. Young Lucius will hit really hard with his Frantic Attack that can do major damage to one and his Rage Attack which may wipe out all if you are unlucky. Remember you can leave and re-enter the area to reset the pattern if the battle gets tough. Afterwards the final orb will light up and what seems to be a portal will appear. Heal and prepare for this final battle of the game. I guess the whole point of this was to prove your worth to Varuna over his daughters or whatever. Play and see what happens. Read more about preparations below.



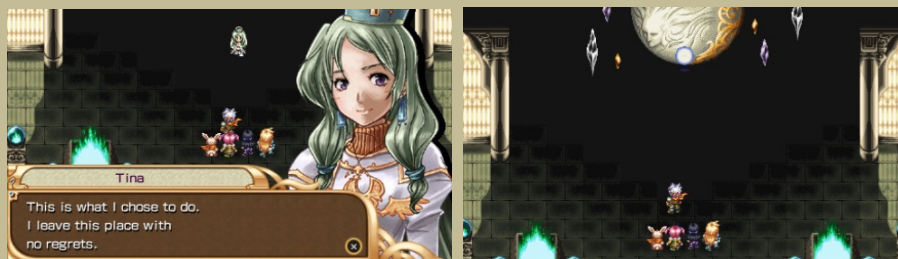
Before you stand in front of Varuna, prepare your party well. I know that I haven't covered really anything at all about equipment but from what I have read online is that the Gloria Dress and Healer Dress are really good to have. Though I only had a Wild Coat on Tina. It's up to you. The other item you should definitely have is two pairs of Pixie Boots for each member. If you find things getting difficult don't forget about getting the Fruits of Life from Omega. Other than that, just keep trying and hopefully things go your way.

If you've been using the three that I have then you should know what their best skills are. Make sure Tina heals almost every round even if you are healed. Varuna will use such skills as Anti Dark, Justice, Infinity, Protect Down, Holy Breath and a sword attack. He will likely heal himself up to 16,000 HP in a turn. After this battle, it's not over yet.



Now you will face a second round with Varuna, this time in his true form. If you lose this battle, your game won't be over but you will lose whatever items you used and you will have to start from the first round again. Are we fighting for Tina's freedom?

Have Tina use Area Heal every round even if everyone is healed. Varuna will be using the copies of your Guardian Beasts for most of this fight. Loki will hit hard followed by a charm, Baron will use defense skills, Grace will be his healer, usually healing about 4,000+ HP, the worst attacks come in order from Zamto to Jeanne to Lucius to Silvert. It's a lot worse if it goes from Lucius to Silvert in a turn. The worst attack that Varuna himself will use is Wings of Sorrow. Remember, if it's not going your way, then hit up Omega for Fruits of Life or just keep trying and hope that the situation is in your favor. This is how I got through it. I actually got lucky. Everyone else was dead and Lux had half his life gone. Good luck!



I don't get it; I thought we were fighting to free Tina from Varuna. Not sure what the point of the battle was for then. Anyway, congratulations on winning this tough battle and enjoy the ending.



This is my last save. Only two beasts didn't make it to level 99, oh well. I know I could have definitely finished the game in a lot less time, but sometimes you let the clock run for whatever reason. I'm just glad it didn't go over 50.



Hope you had fun reading my guide.

Extra Content

Closing Thoughts

Did you like using my guide? Please email if you'd like and share your thoughts on things that you liked or any criticism that you have. I know there is a ton of information missing, but I hope you still found this guide useful and fun to look at. It took me almost a year to finish because it was a lot of work for me, plus I kept occupying myself with other projects. The only important information that I wish I had in here were the enemies and bosses hit points and their levels but there was no way to figure that out without the proper sources, so that is why I made the difficulty scale. I also wish I had put the Omega Coliseum battles at the end of the guide but after already having a lot of them typed, I wasn't going to rearrange it all. Using Microsoft Word can be a real freaking pain I have learned throughout this.

Honestly, this game was alright. I give it 7 out of 10. The parts about the game that I really did not like were the level grinding and that some things were a bit confusing, especially at the end. There seemed to be a lot of holes in the story. I was also disappointed that I was unable to beat Top Rank S. Again if you were able to, I applaud you and if you don't mind sharing what happened, I'd like to know. Other than that it was still a fun game and I would not hesitate to play another Kemco game again.

Thank you viewers for taking your time with this and thank you providers of all materials and information in helping me get through this. I said I would never make another guide again but you never know what the day will bring. I hope this inspires others to share their talents too.

Tips

From playing the game and acquiring knowledge from other sources, I have made a tips section. I hope you find this useful. You may read some that I mentioned already throughout the guide but they are worth mentioning again.

- Make use of the ability to leave dungeons instantly so you don't have to walk so much. It's really handy.
- If you ever run into problems with the bosses, leave and come back again because the battle pattern will change.
- Guild quests are added often, so make sure you are getting them done before continuing too much into the story.
- Make sure to not only keep up with your equipment but your Guardian Beasts as well.
- Instead of going to the next choice of weapon or armor that is available, wait until you have the right materials to get the stronger one. It's up to you of course.
- Always check in with your material collectors. Make sure you are having them gather from the areas that have the materials you currently need.
- Fighting more coliseum battles will give you a continuous supply of Fruits of Life. I would obviously keep fighting Beginner Rank B.
- Holding down the L1 button allows you to skip through conversations faster. It may feel like you have to press it a few times which can be annoying. It's really handy in case you had to repeat some scenes.

Guardian Beasts



Lucius - Met by Lux in the burned village of Selka. He is one of the strongest guardians and was also the guardian of the hero Nox from the past.



Grace — This is the guardian of Tina who is first encountered in the burned down village of Selka. She is a great healer.



Baron — First encountered in the Pantanol Marshes. This motherly protector is the guardian beast of Corona.



Zamto — A powerful beast that is first encountered in the Deserted Village of Descha. At first he is known to be the guardian of the mysterious cloaked figure later revealed to be Ray.



Loki — First encountered in the Cathedral Basement as the guardian of Alberto. Looks like a female and dresses like one but don't take this beast lightly.



Jeanne — This is Fina's guardian whom she lends to you after you defeat Eveck. She is a great warrior to have on the team.



Silvert — This is the guardian beast of Murphy. She is unrecognizable in your first encounter but after defeating Eveck she is somehow freed from the clutches of Mangunal and now her beauty and power is there for your advantage.

Bestiary (Note: All together, counting the arena enemies, I encountered 169 enemies in 26 different locations. Also, you will notice that by some of the names in parentheses I put what I think they really are. Some of the names just make no sense at all.)

Enemy Difficulty Scale – Easy*, Medium**, Hard***, Difficult****

1. Piltz Forest



1) Poncho*



2) Worm*



3) Devil Tamia*

2. Rudnik Mine South



4) Clay Slime*



5) Bat*

3. Pantanol Marshes



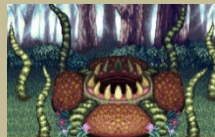
6) Aqua Slime*



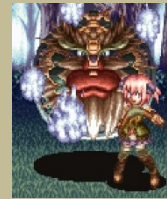
7) Katakata*



8) Moss*



9) Death Flower**



10) Corona & Baron**

4. Selka – Burned Village



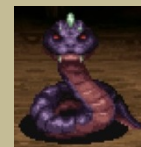
11) Assassin**



12) Tina & Grace**



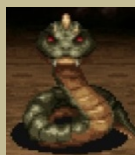
13) Flare Snake (Slime)*



14) Poison Snake*

5. Abandone Mine (Bat appears here too)

6. Rudnik Mine – North (Clay Slime appears here too)



15) Snake*

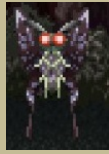


16) Golem***

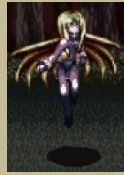
7. Deserted Village Descha



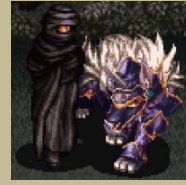
17) Dark Fly (Spirit)*



18) Flare Slime (Fly)*



19) Landa, The Cursed Witch***



20) Dark & Zamto

8. Burnyi Canyon



21) Air Slime*



22) Chickena*



23) Fly*



24) Savage Wolf**



25) Wild Hawk***

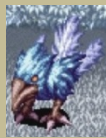
9. Northern Forest (Savage Wolf appears here too)



26) Ice Ponch*



27) Ice Tamia*



28) Ice Chickena*



29) Ice Worm*



30) Ice Element**



31) Ice Bull***

10. Acosta Volcano



32) Flare Poncho*



33) Flare Bat*



34) Flare*



35) Flare Element*



36) Red Wolf**



37) Flame Spider***

11. Road to Valencia



38) Katatkata Ice*



39) Flying Fish*



40) Air Elementals**



41) Bandy**



42) Scylla****

12. Cathedral Basement



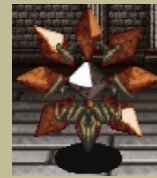
43) Pulse Bat*



44) Dark Snake*



45) Blockoon*

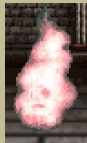


46) Rock Element**

13. Cathedral Interior (Dark Fly (Spirit) appears here too)



47) Shine Slime*



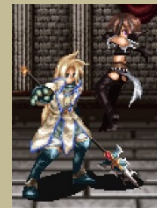
48) Light Spirit*



49) Gallows**

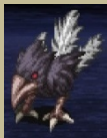


50) Dragon****



51) Al & Loki***

14. Cursed Path (Dark Fly (Spirit) & Rock Element appear here too)



52) Dark Chickena*



53) Dark Tamia*



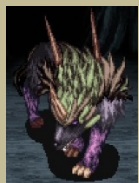
54) Hard-shell Bug*



55) Viper*



56) Dark Slime*



57) Shadow Wolf**

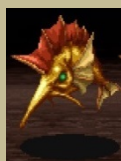


58) Dark Spider***



59) Dark Croco****

15. Fools Way



60) Flying Fire Fish**

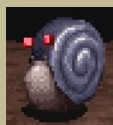


61) Flare Moss**

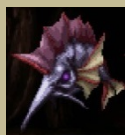


62) Dark Hawk**

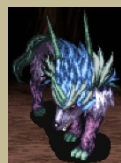
16. Cave of Silence



63) Tekkatakata*



64) Flying Dark Fish*



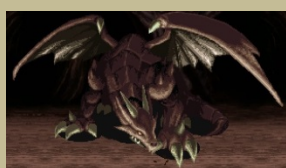
65) Ice Fang Wolf**



66) Rock Bull**



67) Clay Scylla**



68) Clay Dragon*** (Quest 48)

17. Moonsky, The Underground Lake (Ice Fang Wolf appears here too)



69) Shine Element**



70) Aqua Weed***



71) Ice Croco***



72) Dark Flower****

18. Multiple Area Boss Quests



73) Red Rose***



74) Poisonous Spider**



75) Monster Bird's Chicks***



76) Ice Dragon***



77) Flare Bull****



78) Ice Hawk****

19. Ruins of Sin



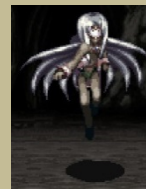
79) Teppancho***



80) Dark Worm



81) Dark Bull***



82) Ghost***



83) Dark Golem****



84) Ice Golem****

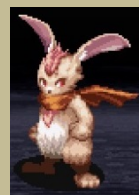
20. Irkalla



85) Dark Element***

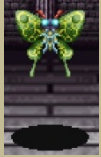


86) Hard Croco***

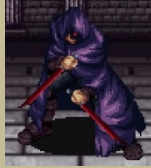


87) Lagomorph**

21. Valencia Catacombs



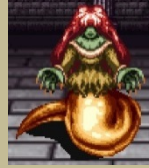
88) Chaos Fly**



89) Barbaros**



90) Aspis**



91) Scarlet**



92) Ice Pillar Spider***



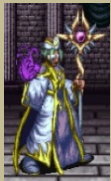
93) Dark Spider***



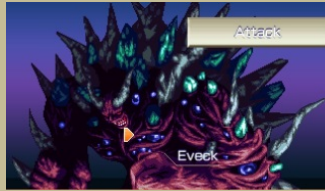
94) Great Dragon***



95) Flare Hawk***

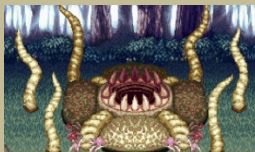


96) Eveck***



97) Ebony Demon****

22. Multiple Area Boss Quests 2



98) Thunder Flower**



99) Thunder Hawk***



100) Flare Croco**

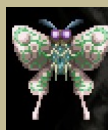


101) Holy Dragon***

23. Ruins of Sin – New Enemies



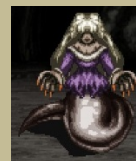
102) White Bat**



103) May Fly**



104) Vais**



105) Dark Scylla**

24. Irkalla – New Enemies



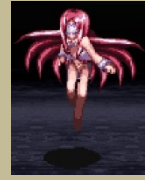
106) White Poncho***



107) White Katakata***



108) White Croco***



109) Lilith***



110) Chalk Spider***



111) Flare Golem***



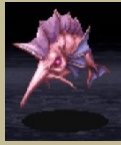
112) Flare Dragon***



113) White Worm**



114) Demonic Tamia**



115) Flying Pink Fish**



116) Dark Dragon****



117) Manguna|***

25. The Corridor of Judgement



118) Holy Poncho**



119) Holy Tamia**



120) Red, White & Yellow Tully**



121) Flare, Ice, Air, Rock Carillon**



122) Holy Golem**



123) Loki***



124) Grace***



125) Jeanne***



126) Zamto***



127) Baron***



128) Silvert***



129) Lucius****



130) Varuna****



131) True Varuna****

26. Omega Coliseum

1. Beginner Rank



132) Level 50 Poncho**

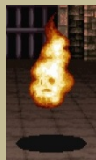


133) Level 50 Rattler**

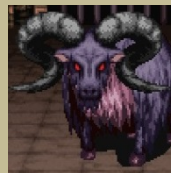
2. Beginner Rank B



134) Gorilla Tamia**



135) Red Soul**



136) Karakul***

3. Beginner Rank A



137) Sonic Bat*

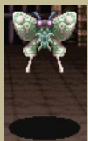


138) Sky Fish**



139) Acid Gale**

4. Beginner Rank S



140) Automation Fly**



141) Sidheptodon**



142) Cursed Flower***

5. Intermediate Rank B



143) Net Caster**



144) War Garoe***

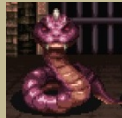


145) Croc Daddy****

6. Intermediate Rank A



146) Death Watch
Beetle**



147) Hades'
Servant**



148) Daddy Gator***

7. Intermediate Rank S



149) Howling Wolf**



150) Tip-Topper**



151) Mega Golem***

8. Advanced Rank B



152) Knight Rum**



153) Prize Money Winner**



154) Pandora Solid***

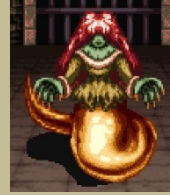
9. Advanced Rank A



155) Gladiator**



156) Jewel Gel**



157) Mistress Scale***

10. Advanced Rank S



158) Shadow Crystal**



159) Holy Sword**



160) Evil Crazy Bird***

11. Top Class Rank B



161) Hylopancho**



162) 3 Hylopancho***



163) Gourmet Hunter**

12. Top Class Rank A



164) Hylo Rattler**



165) 3 Hylo Rattler***



166) Mega Dragon***

13. Top Class Rank S



167) Level 99
White Poncho****



168) Level 99
Rattler****



169) Some of each****

Bonus – Characters in Spa Attire

